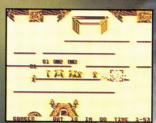
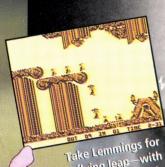


# Take Your Lemmings for a Walks

To school. To camp. To the beach . . . but keep these mentally challenged mammals away from the water! Climb, dig, skydive ... don't keep your Lemmings locked up—take 'em out once in awhile. It's why you got a Game Boy in the first place.



p—Lemmings that explode? It's perfect portable fun!



a flying leap—with their parachutes!



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CIRCLE #101 ON READER SERVICE CARD.





# Will You Accept the Challenge of a Jedi Knight?





Pursued across the galaxy, you and your Rebel Forces now marshall new strength on the remote ice world of Hoth. Although tracked by probe droids, attacked by ice monsters, and confronted by an army of gigantic Imperial Walkers, you must not give in. You are the Alliance's only hope. Learn the ways of the Force, then test your skills in this fast-paced, action packed sequel to the hit game, Super Star Wars.







Alternate between sideways scrolling, dizzying Mode 7 flight sequences and first person cockpit views. Experience the richness of a 12-megabit, interactive Star Wars universe, loaded with new enemies, exciting dialogue, movie sound effects, cool vehicles, and intense 3-D space battles. Join Luke Skywalker, Han Solo and Chewbacca in a continuation of their epic action/adventure in Super Empire Strikes Back.

Nintendo



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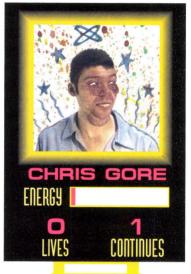
# Frankly, I'm glad that the 1994 Winter Consumer Electronics Show is over. I'm exhausted. My feet don't work. My voice is shot. Muscles I didn't even know I had are screaming in pain. Let me tell vou—my energy is mighty low. But video gaming must

THE SHOW: The video-game industry has continued to grow by leaps and bounds. (Like you didn't already know that.) Companies like Acclaim, Absolute and Atari had amazing displays, and it was exciting to see many licensees with their own booths this year. When you see a company like Jaleco—who had been more closely associated with Nintendo than perhaps any other licensee break out and set up its own booth, it's gotta be a good sign for the industry.

THE GAMES: It's hard to pinpoint even a few games that could be called the best. Spectrum HoloByte's Star Trek: The Next Generation for 3DO looked incredible to me: it might actually sell me the system. (Yeah.

right...if the price would just come down to about \$400.) Alien vs. Predator for the Jaguar should be a major hit. With smooth virtual-reality—like movement and a cool story line, this title will kick butt. Sega's Sonic 3 will be an instant hit and Super

# **CUTTING THROUGH** THE HYPE



Metroid from Nintendo Jooks like another winner. Philips' CD-I impressed a lot of people. including myself with better-than-3DO graphics for Psygnosis' Microcosm and an as-vetuntitled fighting game. Look for more CD-L coverage in future issues of VideoGames.

THE REACTION: Our new look surprised a lot of readers, with very positive reactions. The most fun was listening to the negatives, which took the form of complaints from designers who received bad reviews for their games. Hey, it's good to know we are taken very seriously by the industry. Chris Bieniek and Mike Davila told me that they can't remember a show where the manazine received as much reaction as thisboth good and bad. Hey, it's the price you pay for taking risks and maintaining journalistic integrity.

THE HYPE: The battle of the systems rages on, and a lot of people don't know who to believe. The truth is, it all depends on the games. If a system has hot games that you

can't play on any other machine—and you can afford it then that might be the one for you. To our friends in the industry: See you in six months in Chicago, I'll be the one who smells like I've taken a bath in a vat of sports creme!

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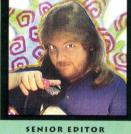




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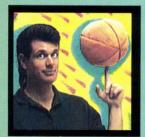
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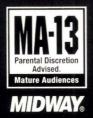


**BIGGER** 

**BETTER** 

LOUDER

**MEANER** 



SEGA CD



(cont.) amazing feats ever attempted. This is a circus act like no other, with thilling stunts and ng adrobatics that s h ence. Same audi Aero the Aer high-flying death who combines sup artistry with excitem at and danger. This reporter laver seen anything quite like it.

The circus starts out innocently enough, with Aero soaring through the air in a series of aerial somersaults. This is gold medal stuff, fans. He flips, zips, hurls and whirls through the air, as the audience gapes and gasps in amazement. "Aero the Acro•Bat is a totally awesome dude," said Rita Zimmerer, one of the lud girls who sat in the front row ero's act is based

as he leaps from trapeze to burn bathed in briling frequently buzzes the armen leaps f her//ally brilliant yellow

spotlights. As the audience holds their collective breath in silent amazement, at times the only sound is Aero's highpitched squeal of delight as he prepa ses for one ofhis nowfa mous power dives.

I ven the other circus per-Eformers stop to watchAero. This reporter noted clowns, magicians and even operators from the fa gathered und what migh

fun, but then it got weird," recalled circus janitor Al Artus. "I thought that little bugger was gorna bite it, all right," added anette Hyssong, circus vendor.

eaping from a towering, ✓ tering platform, Aero t Acro Bat realized that this vas more death-defying that

One of the platforms wa rigged with explosives ... which threatened not only do super bat, but the entire audience as well! "I thought I'd wet my pants," complained Karen Shadley, a shy young girl who had traveled all the way from Illinois to see Aero the Acro•Bat perform. "When that platform disintegrated, my life was in Aero's hands." Capable hands indeed, as it turned out.

hraded in darkness as the nysteriously mal-Aero leaped to safe-injury and still manwith a flourish!

ut it was only the beginning. **D** Not only did Aero have to protect the audience from the danger of falling debris, he had to protect himself from the "bad boy of the big top," the evil, diabolical and just plain mean Edgar Ektor. This guy must really hate bats.

This report dthat **E**ktor lbotage the and anyone u zh to get in h way. And he's not about to stop until Aero—and the circus—are destroyed. Bytor has employe da team of dirty, pasty filthy, scheming nogoodniks to help him carry out his

plan. Clowns that can literally make you laugh to death. Not to mention whipping spiked balls that can do serious damage. Or a psycho madman named Marko, who Constantly shoots him self out of annoos like a crazed kamikaze. en't even mentioned

ound tightropeballeri-oves to squish bats. out a hand  $f_{ul}$ ,

ut these battles can't com pare to Aero's early strug-



landed bit parts in low-budget films, but nothing

could sink his teeth into. He answered a casting call for a made-for-TV baseball movie. Yet his hopes were quickly dashed. "They said they needed bats," says an embarrassed Aero. "How was I to know they meant wooden ones?" But that setback didn't keep him from the big time under the big top, where the wicked Edgar Ektor was waiting.

The evil Ektor carries a lot of L emotional baggage. According to Bruce Reilly, criminologist and noted circus buff,

Ektor was banished from the circus years



ago after endangering the lives of his fellow circus troupe

out really

vived an attack by Waldo, the members. Allegedly, his inno Ektor had placed on the floor wicked, whipping lion tamer when Aero sw ooped from the air cent pranks and practical jokes and roof. He spun, drilled and took a decided by twisted tum. flipped his way past an onrushand he enjoyed inflicting pain and suffering on circus per and deftly punched the muscular ing convoy of Ektor's hench-Wal of into a pulp. "It started man. And he finished them off The audience formers and audience members out as the coolest circus heir money's worth alike. "Ektor was a re ally, really sick little  $b_{0y,"}$  said Alison Quirion, the renowned performhe said, "but then the bodies flying everywhe rcus. Because the nued right on to the the fleas from the flea co Aero kept right on were into demolition." ing poodle trainer who worked ow, disarming hundreds ero continued to perform Ekt Juring the early ciray "He started out with for the now-terrified audiof booby traps on the fairground rides and saving thousands of ence even while the sicko al stuff ke squirting In the process. In the gars, glue saboteurs tried to slice rs, explod ntime, many circus goers dur underwe sort of nd themselves locked in anig. Next th cages, their fate yet to be ere's grease ermined by Eltor. "We had and dynamite in t gone dowr ger me cotktor hadn't n candy when this horriyears. Until e, ugly slimeball grabbed appeared n th us from behind!" rering illed Tad "Smiley" demise in mir He threw Shiman Tad"Sr thought we said, for sure," said brainwashe nd we didn't even get members on candy," he added. promised eporter, the climax of and their own dre they bagged the li the big top" ut Aero the Acros a licking and kept or ing. Using stre here the amazing acro-The und himself negotiate lless series of trampo nt, innding far into the a at makes ing force . . . all t Aero to avoiding becoming a a fight to of which is shishkebab on hidden spikes to the appalling. colossal clash warped, man," said David Siller, who himself surturned out to be (continued)

# NEWS INFORMATION RUMORS

# U.S. SENATE CALLS FOR VIDEO-GAME LEGISLATION

n December 1, 1993. U.S. Senator Joseph Lieberman (D-Conn.) held a press conference in which he proposed legislation that would require the video-game industry to better inform consumers about the content of its games. If approved, the new legislation would give videoyear to determine an industrywide standard for

labeling game cartridges and boxes to inform consumers of violent and/or sexual content. At the senator's invitation, three other speakers appeared at the press conference to discuss the need for

these new standards: Bob Chase, vicepresident of the National Education Association, Barbara Toman, president of the Parent-Teacher Association of Connecticut, and Bob Keeshan, a respected children's advocate who is perhaps better known as the former kid-TV

hero Captain Kangaroo.

To demonstrate controto those unfamiliar with current game technology and software, a videotape with short scenes from Mortal Kombat and Night Trap was shown to the crowded pressroom. In case anyone missed the point, Senator Lieberman interjected with such comments as "That's the character pulling the heart out" and "That's the decapitation, with the spinal cord." Lieberman later referred to the two



Sen. Joe Lieberman: "We're game manufacturers one not talking about Pac-Man or Space Invaders any-

"extreme junk." Right off the bat, eagle-eyed VIDEO-GAMES staffers noticed something interesting about the Mortal Kombat scenes

games as "junk," "real junk" and even

that were shown to the crowded room. While the videotaped footage was identified by Senator Lieberman as being taken from the Genesis

version of Mortal Kombat, the character size, soundtrack and over-the-top blood effects were unmistakable proof that these were scenes from Mid-

way's original arcade version of Mortal Kombat. (Side-by-side comparisons show that the Genesis version does not include as much blood as the coin-op, even with the "blood code" activated.)

Sega should be outraged; it was repeatedly identified as the producer of the images from both games shown at the press conference.

> responsible for the Sega CD version of Digital Pictures' Night Trapwhich was released under the Sega label-Mortal Kombat was created by Midway, developed for the Genesis by Probe Software and released by Acclaim under the Arena label for

censer of the game.

Also not mentioned was the fact that the default setting of the Genesis Mortal Kombat has no blood and less-violent finishing moves than even the Super NES version. Only by entering a special code can these features be activated; incredibly,

that machine; Sega was only a li-

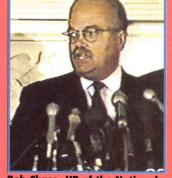
even many of the game's owners are still unaware of the code

Another of Senator Lieberman's more irksome statements came when he concluded that "common sense suggests that the effect of violence or sexual images in video games may be even greater" than

in noninteractive television violence, which Lieberman claims has been linked to aggressive behavior by the Surgeon General, the

> American Medical Association and the National Institutes of Mental Health, "among many others."

> Well, we'll believe it when we see the results of studies that specifically examine the effects of violence in interactive entertainment. not just in passive television viewing. Common sense doesn't always lead to logical and/or scientifically accurate conclusions. Common sense, for example, dictates that a professional magazine filled with poor

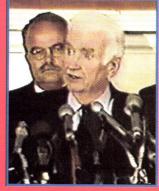


**Bob Chase, VP of the National Education Association: "Chil**dren are unable to cope with the perverse emotional states While it can be held these games demand."

spelling, bad grammar and inaccurate information would be laughed off the shelves; yet, in defiance of all logic, our competitors can still be found on newsstands all over the country.

But seriously, it might be a mistake to assume that the interactive nature of video games would magnify the effects of violence that have been established in experiments with noninteractive audiences. Common sense might lead one to conclude that the physical act of manipulating a video-game controller makes all the difference in the world, that the sense of direct involvement could lead to a player's eventual inability to distinguish between real aggression and the kind demonstrated by the flashing images on a TV tube.

Bob "Captain Kangaroo" Keeshan: "It is the parent or versial video-game imagery the guardian who must be the final arbiter for what is appropriate for a child."





- Madden NFL '94 by Electronic Arts
- Mortal Kombat by Acclaim NHL Hockey '94 by Electronic Arts FIFA International Soccer by Electronic Arts
- Sonic Spinball by Sega
- Disney's Aladdin by Sega
- Tecmo Super NBA Basketball by Tecmo
- Tecmo Super Bowl by Tecmo
- Street Fighter II by Capcom

- Clay Fighter by Interplay
- Secret of Mana by Square Soft
- Mortal Kombat by Acclaim
- NHL Stanley Cup Hockey by Nintendo
- NHL Hockey '94 by Electronic Arts Tecmo Super Bowl by Tecmo
- NBA Showdown by Electronic Arts
- Disney's Aladdin by Capcom 10. Super Empire Strikes Back by JVC







Barbara Toman, president of the Connecticut PTA: "Get the information out there so that parents can be the censors for their children."

has a huge hole in it, though; it conveniently ianores the fact that success in a video game requires mental participation too. Unlike passive television viewing, every video gamefrom Pong to Mortal Kombat-

forces the player to think. The most successful Mortal Kombat players are the smart ones. They can think on their feet, stringing combination moves together to exploit the strengths and weaknesses of specific characters, knowing when to block or duck,

identifying patterns of their opponents' moves and knowing exactly how to counter them. Unlike a couch potato test subject—whose passive mind might soak up violent images like a sponge, never knowing where those aggressive impulses came from—it's possible that video-game players are far less likely to be influenced by violent imagery, simply

because their brains are much more active while they're taking it all in. At the press conference, Ms. Toman was the only one of the four speakers who

hinted that additional research into the ef-

fects of video-game violence might be

worthwhile. Incidentally, it's worth mentioning that the execution of a standard move in Mortal Kombat differs somewhat from the successful performance of a fatality move. When you press a button during a battle,

mediately responds with a punch, kick or block...but when the magic words. "Finish him!" appear on the screen, you press a bunch of buttons that in no way correspond to the actual character movements you're expecting to see. What happens next

This theory is most interesting: When the screen darkens-which is the first indication that the controller/button combinations have been pressed correctly—most players will let go of the controls as they passively watch their on-screen character kill his or her opponent. It's ironic that the most controversial parts of the most controversial game in any discussion of video-game violence are not really interactive at all!

What to do? While the responses of industry leaders are being received and understood by the would-be legislators, VIDEOGAMES Magazine will continue to bring you coverage of the ongoing battle against video-game violence. Until next month though, here's a little food for thought: Educating parents about the content of the games their kids are playing is important, but what's even more crucial right now is the need to educate our lawmakers. They need to know what's going on in the videogame industry by getting some firsthand experience—not by passively watching videotaped



Night Trap for the Sega CD: What's all the fuss?

footage of Kano performing his own unique brand of heart surgery in a collection of scenes that are taken out of context and assembled by some public relations firm for easy digestion.

> We urge Senator Lieberman to pick up a controller and play some video games: it's the only way to ensure that the gaming industry will be treated fairly when its year is up.



# CAPTAIN KANGAROO ON

After the December press conference, a reporter asked speaker Bob Keeshan about his personal reaction to seeing Mortal Kombat for the first time. Here's his response

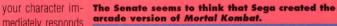


"Disbelief, I guess. Look, I have crazy ideas myally, and I know I have the right to have them. But I also know that I have a responsibility to my audience  ${\sf I}$ not to put all of those ideas into my work. So, when I saw Mortal Kombat, I just could not believe that anyone would go that far.

vision industry for 45 years. I know how important the bottom line is in this and related industries, and the bottom line is driving this: there's no kinder way to put it. I did find it very difficult to believe that people would go that far for a dollar, to put this kind of material together in video [game] software. I was shocked.

Even more than that, as a child advocate—as many of you know, for the American Academy of Pe-Hospitals, of which I'm a director, and so on-I spent so much time in the last decade or so talking about the need for everybody in our society to be a part of the nurturing system. The nurturing of children is not a responsibility of the parents alone, or of grandparents, or of caregivers. The nurturing of children-if we are to survive as a society—is the responsibility of everyone.

There's a wonderful African proverb that's often guoted: 'It takes a village to raise a child.' Not just the immediate family, but everybody in the village. And all of us in this society are part of that village, including the software manufacturers in this video [game] industry. Somebody there in some position ought to be saying, 'This is not good for the future of our society. I have a responsibility to exercise here if I'm going to be a part of the nurturing system, which I am.' That's what I hope is the response that we get from the industry; that they acknowledge that they're a part of the nurturing system in this nation and that they play their role in nurturing American children."







- Mortal Kombat by Acclaim
- Kirby's Dream Land by Nintendo
- Kirby's Pinball Land by Nintendo
- Super Mario Land by Nintendo Legend of Zelda: Link's Awakening by Nintendo
- NFL Quarterback Club by Acclaim Super Mario Land 2 by Nintendo
- Tetris by Nintendo
- 10. Star Trek: TNG by Absolute

- Sonic Chaos by Sega
- Ecco the Dolphin by Sega
- Star Wars by U.S. Gold
- The Ren and Stimpy Show by Sega
- Columns by Sega
- World Series Baseball by Sega
- PGA Tour Golf by Tengen Desert Speed Trap Starring the Road Runner
- World Cup Soccer by Tengen







Sometimes it pays to fill out those warranty cards. Capcom recently sent 100,000 free Aladdin video cassettes to people who had filled out the warranty card for any game or controller that Capcom has released in the past couple of years. The video gave a sneak look at Disney's Aladdin for the SNES.

Capcom is the leader in this kind of interactive consumer promotion. It tried this before when it sent out similar tapes to promote Street Fighter II Turbo for the SNES. By going directly to the gamer, Capcom is hoping to create more of a buzz around the game. The videos even encourage you to invite your friends over to watch the video too. It will be interesting to see if this type of aggressive marketing will get more players to buy a game. Will people feel like they're being "treated" to a

sneak peak, and buy the game because they feel like an "insider?" Only the Top 10 lists will tell us what's going on with you and your wallets

HIO STIFF

ind while



# WEIRD CAMES

Every once in awhile we get some information about a weird game. ReX Ronan: Experimental Surgeon is a really weird game. Raya Systems, a game designer in Mountain View, California, sent us a tape of its new "edutainment" software line featuring ReX and three other games aimed at educating adolescents about some of the serious health risks that people are facing in this postmodern apocalypse we call life.





**ReX Ronan clears the** tar left from a cigarette smoker who was probably just trying to look cool when he started. It's too bad he had to get sick.

In ReX Ronan you play a surgeon who must save the life of a man dying from cancer that was caused by smoking. You and your body ship are shrunken down, like in the movie Fantastic Voyage, to do microsurgery on the man before he kicks it. You start in the mouth fighting tar and cancer cells, travel down the esophagus to the lungs, the heart and, finally, in a last-ditch effort to save the man from his nicotine habit, the brain. ReX Ronan is both a platform game and a shooter, but it also has a strong antismoking message. It's a do-or-die situation in this game.

The other health-related games that Raya has come out with are Captain Novolin (for people with diabetes). The Aids Avenger (to help promote AIDS and HIV awareness) and Bronchi the Bronchiosaurus (for kids who have asthma). Most of these

games will be featured in

health ed classes around the

country, so look out for them.

Captain Novolin makes sure that sweets don't get the best of little Billy.

### MORTAL KOMBAT RUMOR

I'm writing to ask you if you have heard of the "Reptile Endurance Level" on Mortal Kombat for the Sega Genesis? I was recently playing my game and got to Reptile in Endurance Level 1. I was using Johnny Cage. I first defeated Reptile and, before the round was over, another person came on the screen. It was the second person from Endurance 1 and she was green-white, like a deformed Sonya. I was unable to defeat her a second time and she won. I finally did beat her when I was using Sub-Zero. As I did my fatality, the deformed girl turned into two people and it resulted in my character holding two heads in his hand.

Jeff Lawrence Hewitt, Texas

We found this same bug in the Mortal Kombat program for the Genesis. To get to the "She-Reptile" use the DULLARD code at the "Game Start/Option" screen. Go into the "Cheat Enabled" menu, and turn on FLAGO. FLAG2, and FLAG5. Exit

"Cheat Enabled" and start the game. When you've gotten to the "Endurance Round" with the Pit Stage, defeat the other two combatants with a Double Flawless and successfully do the Finishing Move. You will find yourself fighting Reptile as the first character in the Pit's endurance round. After you've defeated Reptile, the next character that pops up is She-Reptile, a combination of Sonya and Reptile. She does all sorts of bizarre moves and is really hard to kill. But, if you do defeat her, your finishing move is distorted and will do all sorts of wacky things, depending on the character you are fighting with

## GET REAL BOYS!

We're writing about something in your November '93 issue that we don't like. We think it was one of the letters you received. One quote, I believe, is "... Street Fighter II in any mode is of no interest to me, nor, I'm sure, it is to any other female player...like the male of the species seems to get such a thrill out of.

Excuse me? Did I miss something here? In case you haven't figured it out, we don't take too kindly to sexist comments. We are girls. Normal girls. And believe us, we love Street Fighter and Mortal Kombat. Those are some of our favorite video games. "Girls like this kind of stuff; this stuff is for boys!" Believe it or not, we're sick of hearing those kind of things every freakin' day of our lives. Get real

-Tracey Chan & Ashley White Danville, California

#### I HAVE WITNESSED THE FUTURE... AND IT IS BLOODY!

I got my first look at the awesome coin-op game Mortal Kombat II! I love it! I thought the fatalities and secret moves were much more creative. The screens are more bloody and more violent than I had ever imagined! My point is this: Is there any chance of ever seeing Mortal Kombat II on home game systems such as Sega Genesis or the SNES? Boy, I sure hope so, but I'd be afraid that it would start up all of that silly controversy about violence in video games. Give me a break!! Like we've never seen a violent movie? Even something as simple as Teenage Mutant Ninja Turtles or Batman: the Animated Series portray violence. I even saw some blood in the Batman cartoon! Are we going to rate those cartoons too? A simple cartoon that some crew in Hollywood drew with Magic Markers and pencils?

I love the improvements in the magazine! I especially enjoy the Mortal Kombat sections! Keep it up!

> -Danny Peck Weaserville, North Carolina

We're planning on lots of MKII coverage in upcoming issues. Stay tuned.

### AN OLD TIMER COMPLAINS

With all of these high-tech systems out, and more on the way, with 100+ megabit, multi-scrolling, Mode 7 scaling, zooming, multimedia, CD, Super CD, karaoke capa-







- Bill Walsh College Football by Electronic Arts
- Ground Zero Texas by Sega
- Jurassic Park by Sega Prize Fighter Video Boxing by Sega
- Joe Montana's NFL Football by Sega Lunar, the Silver Star by Working Designs
- AH-3 Thunderstrike by JVC
- Lethal Enforcers by Konami Bram Stoker's Dracula by Sony Imagesoft

- Kirby's Adventure by Nintendo
- Caesar's Palace by Virgin Games
- Championship Pool by Mindscape Super Mario Bros. 3 by Nintendo Nigel Mansell's World Championship Racing

- Pro Sport Hockey by Jaleco Star Trek: TNG by Absolute F-117 A Stealth Fighter by Microprose
- 10. Tetris by Nintendo





SEGA-CD owners asked. We listened. Now, it's here... HE SILVER STAR True Role-Playing
CD sound!! CD sound!!
Hot animations! Our games go to 11: SEGA AND SEGA CD ARE TRADEMARKS OF SEGA ENTERPRISES, LTD. Game (C) 1992 Game Arts. "LUNAR" is a trademark of GAME ARTS. Licensed from GAME ARTS by WORKING DESIGNS, 18135 Clear Creek Road, Redding, CA 96001. This game produced in 3B, eh? For a dealer near you, call (916) 243-3417 ext. 190.

ble, game enhancing, sound blasting, computer compatible, portable, cannon scope, remote, programmable, mouse, six buttons, turbocharged, slow-motion controls and other input devices, even telegames (TV and phone), [What? No trackball or rotary controls?] there are three things I have problems with.

First, I've been playing video games since 1979 (an old RCA first-generation system). Ten years ago I had ColecoVision. (You old-heads forgot about that one did you?) The system was state of the art. Every system came with *two*—count 'em, *two*—controllers. These systems of today only have one. Why? So you have to go out and buy another controller.

Second, every single Coleco game was a *two*player game, each with adjustable levels. Of course you had to wait your turn, but you could play with somehody.

The prices ten years ago were almost the same as today's prices. Yet there are very few two-player games. I can't believe it. You would expect, with the money they want for these games, to have more two-player games because some households can only afford one system. Brothers, sisters and neighbors may want to play instead of watch. Today's games are capable of simultaneous two- to five-player action.

Third, what's with these dumb-ass control pads? I don't do control pads! Players from the pre-Nintendo age remember joysticks; now you have to buy them. What in the blazes am I supposed to do with these pads? Vectrex, Atari, Coleco, Intellivision—they all came with joysticks because the arcade games had them. Atari and ColecoVision even had number pads which could be stored within the built-in counsel storage. Call me old-fashioned, but it's normal to use joysticks. These young players don't know what the second-generation systems were like.

Now I own a Duo and an SNES. I look forward to the 32- and 64-bit systems coming out, but for the money I think they ought to have joysticks. *Two* of them!

—Ernest Scott Brockton, Massachusetts

Ernest, life is a screw. The minute you're born, you start to get old. Learn to deal with it.

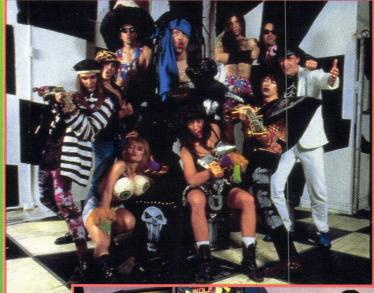
## WHAT?

I really didn't like the comments about blood on *Mortal Kombat*! You said a stupid, dumb remark like "Well Scott, go ahead and draw a picture of Kano ripping some doofus' heart out." Real mature! You better not say something dumb like "Well kid, get with it!" again. *You* get with it! It just shows your intelligence leve!! That's really, really low!

You also say girls are much better than video games. You ain't at the mature age of girls-worshiping, are you? I hope I spelled everything wrong too!

—Non Sincerely David Whitcomb Atlanta, Georgia

Obviously David was so ticked off that he could barely write out complete or coherent sentences. Well, we fixed your spelling, David, but as for our comments, lighten up! We were making a joke. Boys are better than video games too! 185 GUAR



Green Jelly in costume....

...and out, in their private arcade.

Are you a loser? Well, there's still hope for you. Just look at Green Jelly. They were a bunch of losers

from Buffalo, New York, that decided to start a band and move out to Hollywood, to become rich and famous. They struggled their days away working for the man, and at night they rocked out in goofy costumes, throwing chocolate pudding and chilled ham into the crowd. They came up with the wacky idea of releasing their album, *Cereal Killer*, on video cassette and history was made. Green Jelly is becoming a member of the Global Illuminati, with their own comics, toys, clothes, MTV afternoon show and even a video game!

But Green Jelly isn't just a bunch of video-game posers out for the fast buck. It just so happens that along with their fame and fortune came the chance to collect classic arcade games, as well as build up their collection of Sega cartridges.

Green Jelly will be taking over the world with their own production company. VIDEOGAMES visited Green Jelly's new corporate headquarters on Hollywood Boulevard to see what they're up to. The building is a studio that will house a new daily half-hour TV show, that's going to be



BITS

Battletoads: The Oficial Battlebook (Prima

Publishing) by Steve Schwartz is a complete guide to all of

the Battletoads games that have come out to date. If you need help getting through Battletoads/Double Dragon, Battletoads, or Battletoads in Battlemaniacs, this is the book for you. The best part of this book is the

maps, which are always useful. Unfortunately, with the book's use of black and white, most of the screen shots are kind of blurgy. For \$12.95. I

white, most of the screen shots are kind of blurry. For \$12.95, I want color. If you're the kind of person

If you're the kind of person that dreams about in-depth scenarios involving Superman, then Roger Stern's new novel *The Death and Life of Superman* is the book for you. It chronicles the events



and subsequent death at the hands of Doomsday. The Death and Life

of Joomsody. Ine Death an of Superman compiles the stories found in Superman: The Man of Steel, Superman, Adventures of Superman, Action Comics, Superman, Action Comics, Superman, and Justice League America. It then expands on

Death and Life of Superman is the book for you. It chronicles the events that lead to Superman's final battle,

If you're stuck in the middle of Secret of Mana, and you can't get up, then Secret of

Mana Official Game Secrets (Prima) is the book for you. Written by Rusel DeMaria, this is a 165-page trade paperback strategy guide with 16 pages of color maps and character explanations. What's really cheesy about this book, is that the strate-





on MTV this fall. Billed as a cross between Beavis and Butt-head and The Banana Splits, it will feature music, animation and zany stunts aplenty.

The Green Jelly building also has a private arcade with some of the classic video games of the past. Right now the Green Jellys have Battle Zone, Operation Wolf, Gyruss, Centipede, Missile Command, and Venture. Unfortunately, Star Wars and Crazy Climber are broken because the obsessive Cowgod played them so much. To make the game room complete, Green Jelly wants to find an old KISS pinball machine from the '70s. Info on the new Green Jelly video game was still hush-hush, but it is rumored to be out by 1995.



Oderus gives the Genesis a lickin' by reading VIDEOGAMES Magazine!

Football and PGA Tour Golf 1 and 2.

You'd think that a band like GWAR would be really into bloody games like Mortal Kombat, but Oderus says they don't really like them. "We're more into strategy than just fighting games with a gimmick."

that GWAR may be featured in the Beavis and Butthead video game that will be announced at the

Winter CES. Featuring the band's new costumes, Beavis and Butt-head must go around town, looking for tickets to the GWAR show. Oderus wouldn't tell us what happens once you've gotten into the show, but we think it would be cool if you could actually slam dance, stage dive, or maybe even get up on the stage and fight the band with a beer bottle or lighter.

We'll all have to wait for the game, but before that, GWAR will be coming out with a new album, Toilet Earth, as well as their own movie. They'll be on tour this summer, so if you're looking for a good time and feel like getting sprayed with blood, check out GWAR at your local club. You won't be disappointed.

RE: DOES 64 BIT REALLY MATTER?

Both Chris and Mike made some good points regarding the influence of technology, but there are some things that I would like to correct. I agree with Chris' statement that the games make the system, but he overlooks the crucial fact that the higher the number of bits a computer is, the better the games that can be made for it (that's why Super NES and Genesis games look better than Atari 2600 games). Another thing that I feel is that Chris is incorrect about his statement that plenty of systems exist side by side and then uses the example of records, CDs and tape. Well, maybe they are side by side in Beverly Hills, where the magazine is published and in other large cities, but in cities the size of my own Muncie, Indiana, there are very few, if any, records to be found anywhere and the same goes for the nearby smaller

Now for a complaint about Mike's editorial. Mike asked "Did the NES replace the Atari 2600?" The answer is: not really. By the time the NES came out the 2600 was dead, it had been replaced by the 7800, which was the only old system to my knowledge that Atari still supported, at least, it still was supporting it in 1990. What the NES actually replaced was the 7800 and the ColecoVision (which was supported by a company named TeleGames at least until last year), both of which had graphics nearly equal to the NES, but without enough memory to make really good games (with some exceptions, such as Lucasfilm's BallBlazer, for

Back to Chris who asked, "Did anyone throw out their old Nintendo just because it was an 8-bit system?" In the middle-income district where I live, that is exactly what happened. There were neighborhood rummage sales nearby that had stacks of Nintendo systems, games and equipment. A trip to the local usedgame stores revealed lots of NESs that had been bought from customers, waiting to be sold.

Chris, also states: "If size of bits really made any difference, everyone would just buy computer games, etc., computers have lots more memory." Well, Chris, I hate to burst your bubble, but there is no such thing as a 64-bit home computer (or anything higher for that matter). Not only that, but I recently read a report that stated that the Jaguar could play games of up to 400 megabits if it was compressed well enough. While this isn't much compared to a good hard drive, I have to ask: What game really needs 400 meg?

Still, I hope that the editorials caused other people to think about some of what is going on in both the computer and video game worlds. After all, wouldn't it be a dull world if everybody agreed with each other? (It would be just like Nintendo's moronic vision.)

-Charles Morgan Muncie, Indiana

#### **WOOKIEE DEBATE**

In the November review of Super Empire Strikes Back, you stated that Bossk and other Trandoshans hated the peaceful Wookiees. But Wookiees are not like that at all. They are a warlike race. In fact, Han Solo said to the droids, "It is not a good idea to upset a

"But, sir, no one cares if you upset a droid," replied C3PO.

Green Jelly isn't the only band in costume that's into gaming. The members of the crudest band from another planet, GWAR, are also Sega devotees. Band leader and spokes-alien Oderus is a big fan of war games, especially Jungle Strike and M1 Abrams Tank Battle. The rest of the band loves the head-to-head competition of sports games, especially John Madden

tive style instead of just telling the game player what to do in the game. After awhile this becomes very irritating and even takes away from the storytelling aspect of the actual game. It's more fun to play the game, not read the guide for the story. This may have been an attempt by the writer/publisher to be "arty" or "different," and it is. But it's really annoying by the time you get to the fifth page



VIDEOGAMES' own game strategist extraordinaire, Zach Meston, is coming out with two new strategy books pubished by Sandwich Islands Publishing. Cowritten with J. Douglas Arnold, Aweome Super Nintendo Secrets 3 conains hits and strategies for Mortal Kombat, Shadowrun, Street Fighter 2 Turbo, Super Empire Strikes Back, Zombies Ate My Neighbors, and 12 more of the most popular games for the SNES. Awesome Sega Genesis Secrets 4 (also cowrit-

ten with Arnold) has hints for *Shinobi 3*, NHLPA Hockey '94, Mortal Kombat, Jungle Strike, Jurassic Park, Aladdin and 16 other games. Zach is the master at finding infinite lives, hidden messages, level selects, bonus rounds, unlimited continues and

programmer access codes; so if you want to see a game surgically dissected, check out these books.

If you have any doubts about Zach's qualifications,



check out his two other best-selling books, Super Mario World Game Secrets and The Legend of Zelda: A Link to the Past

For more information, contact Zach

Gaming Master Series 292 Puapihi Street Lahaina, HI 96761 Phone: (808) 661-3269



"But a droid does not rip your arm out of your socket," answered Han. Also, Jabba the Hutt called Chewbacca, not nice and friendly, but, the mighty Chewbacca

I am ten years old and a big fan of Star Wars, so I am very happy you had a review of Super Empire Strikes Back.

May the force be with you!

Han pur

-Josh West Harrisonburg, Virginia

Josh, we got our info about Wookiees directly from Lucas Arts. Though Chewie was tough on the outside, he was really just a softie on the inside.

## VIDEOGAMES, YOU ARE THE BEST

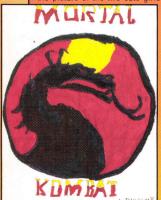
Your book is cool! I admire your concern for helping people know games better. Some people like GamePro better than your magazine. I like GamePro a little, but I like your book more.

-Arthur M. Wszelaki Hasbrouck Heights, New Jersey

There's nothing like a good, satisfying...read. Thanks for the compliment, Arthur

#### WHAT IS A GIANT POCKY?

The "Global Gaming" section is cool (especially the picture of the two cute girls on page 104). The



"Micro Reviews" is a good idea. The nicest surprise of the issue is Betty writing a review (and rating several other games). This is only the second time ever that I've seen a woman review games. It's about time.

I got a kick out of the holiday wish list. The best choice was Chris Gore's choice of Biotron. He must

be about the same age as me (25). I'd like to collect a lot of Micronauts I never had. I'm also a Star Wars figure fan. But a giant Pocky, as in Pocky & Rocky? Is

I don't go to the arcade for years at a stretch, so it's neat to see pictures like the ones of Super Street Fighter. Do that more often.

Well, I've babbled enough. My vote is for you to keep computer game reviews in this mag or create a separate one like you did for the Duo. Keep up the good work. And good luck on getting a Venom, Betty! See ya!

> -Denny Dukes Santa Rosa, California

Giant Pocky is a Japanese cookie, Denny. Check out our new mag Computer Player for all of your personal computer/multimedia entertainment needs.



# The Shape of Caming to Come

First of all, TSOGTC is way too long an acronym that doesn't even constitute a pronounceable word. After flipping through

this 'zine, the first thing that comes to mind is *Uggggh!* Everything from its cover to its comb binding could make one's stomach turn. If you want to shell out

MASTERminds



the bucks for stuff like Jurassic Park (the movie) reviews, contact: *TSOGTC*, 38150 Mount Kisco, Sterling Heights, MI 48310.

## MASTERminds

Spunky. The product of a lot of cynicism, angst, maybe even sexual frustration (just kidding). Good entertaining criticism on VIDEOGAMES too. The phrase "sucks donkey" was my favorite part of the article. "VIDEOGAMES—What Happened?!" A lot of good reviews, including

a Mortal Kombat review Shakespeare. This 'zine looks good too. Real clean. Get your hands on an issue by getting in touch with: MASTER-

minds, 6406 Jacobs Way, Madison, WI 53711-3209

## The Video Game Revolution

The cover's great! Chun Li looks ill and like she wants to rip your head off by gnawing through your neck. We weren't thrilled with the 'zine's layouts

though, and were disappointed by the article, "Sega CD: The Wrong Direcinformation caught



'zines go, it ain't too shabby. Write to: Video Game Revolution, 2915 East Allerton Avenue, St. Francis, WI 53235

# V—The Videogame Experience

The cover's "Low-Budget Cartoon" is really funny. Stick figures! The other cool thing about this cover is that it's hot pink with black triangles as part of the logo. This is one good-looking fanzine. Their review system is easy to understand and the editorial comes across as "smart." There's



even a strategy guide. I was definitely impressed by this fanzine. For your fix of V, write to: V-The Videogame Experience, 311 S. 70th Ave Duluth, MN West.

# HYSTIPIA

The thing that's so annoying about *Dystopia* is that for the last two issues, all

about Eternal Champressed by Eternal Champions, nor was I impressed with the third and fourth is-



sues of *Dystopia*. Was the staff of *Dystopia* all excited about somebody sending the game for free or something? I don't mean to be so harsh, because this 'zine shows promise. The logo greatly improved from the third issue to the fourth. This 'zine's layouts look good and we'd like to see a little more attitude and a lot more info. The last issue was sort of skimpy and the art for "I Can't Believe My Girl Reads Counterpoint" in the third issue was good. Contact: Dystopia, 6 Hill Street, Medway, MA 02053.

# Video Universe

I think it's really weird to have a word search in a fanzine. Not too original. The



cover (we have a lot to say about cover art lately) freaks us out because of the video game on it, Nam 75 The art throughout more professional

but on the other hand, we support the fanzine as a forum for doing whatever the heck you want with it. Volume 1, Issue 7 includes reviews, articles on stuff like the Sega CD, a guide to playing video games and, of course, the word search. If you want it, write to: *Video Universe*, 7640 Woodbine Road, Macungie, PA 18062.

# Digital Press

Issue 15 is cool. It's the SCARY issue, devoted to the dark side of video games: the

horrific, the creepy, and the gory. Check out the article, "The Games We'll Never Edition)." Wouldn't it be great if there were video games like



Motel Hell for the Duo, or Piranha for the Genesis? Aaaah, the smell of it. In this Genesis: Adadi, the shell of it. In this issue, Digital Press reviews games like Haunting, Zombies Ate My Neighbors and Veil of Darkness. Their review format looks good too. To see if other issues are just as good, send requests to: Digital Press, 44 Hunter Place, Pompton Lakes, NJ 07442-

# boing boing

Now this is a real magazine. They even have ads and it's still cheaper than the last issue of *The Shape of Gaming to Come*. We're talking about cybersex, artificial life and Mondo Vanilli. Maybe take a break from playing video games and feed your brain. You can order the Alien Invasion

Survival Card that conveniently attaches to your keychain. Also check out an interesting article on Toys R Us. Do so by writing to: bOING bOING, 544 Second Street, San Francisco, CA 94107.



# Video Apocalypse

What does the article "Texas, Land of Backward Hicks" have to do with anything?



(Other than that you guys are from Texas.) The whole 'zine is sort of crazy. But that's what I like about it. Is that supposed to be Goro on

a while to figure out that there was a V and an A on the top of the cover page. Maybe you guys could do something a little more with it. We do like the cover and your sort-of-on-the-whack-side layouts. *VA* is pretty funny too. That "Top 10 Musicians" list that was a joke, right? Gloria Estefan? Ha ha ha. Big hint: leave the sexist stuff out of the 'zine. Anyway, it's a long drive from here to Texas, MJ Lesnick. Write to: Video Apocalypse, 15803 Signal Creek Drive, Houston, Texas 77095-1624.

## **Entry Level**

Hmmm. Needs some work, but this 'zine somehow comes across as a sincere effort.

It's just that nothing really catches the eye, exthe cover (fanzine covers are the greatest—we mean it). Also, it's not really news that some magazines give good reviews to kiss butt. Of



Views to kiss built. Of Video Ames. Maybe you should leave out the handwritten stuff, it doesn't seem to work in this 'zine and I think it would help make it look better. Maybe add some more newsworthy articles. We appreciated the list of 3DO games. Also liked the "Hot and Nat" list. To got a copy write, Entry lead. Not" list. To get a copy write: Entry Level, 10665 Lowden Avenue, Stanton, CA

# Video Game Review

Nice. Easy to read, lots of reviews. Great articles on the Nintendo Gateway System and special controllers for the handi-



capped. Even "Reader Gaming Tips" are included. I liked it. A little on the plain side, almost austere. Try to do something fun and the cover could have

anyway? To get a hold of this fanzine, write: Video Game Review, 8 Peppertree, Anderson, SC 29621





- 1. Run and Gun by Konami 2. Mortal Kombat by Midway
- 3. NBA Jam by Williams
- 4. Lethal Enforcers by Konami 5. Street Fighter II: Champion Edition by Capcom
- 6. Title Fight by Sega
- 7. Terminator 2 by Midway
- 8. Final Lap 3 by Namco 9. Super Chase by Taito
- 10. Tournament Slam Masters by Capcom

- 2. Cybersled by Namco
- 3. Virtua Racing by Sega
- 4. Suzuka 8 Hours by Namco 5. Outrunners by Sega
- 6. Crime Patrol by ALG
- 7. Stadium Cross by Sega
- 8. Mad Dog II by ALG
- 9. Final Lap 2 by Namco 10. Lucky & Wild by Namco







# Put on a Whole New Face! Read Magazine



Start my subscription to VIDEOGAMES Magazine at the amazing low price of only \$19.95 for the next 12 issues and send my hot new VIDEOGAMES T-shirt right away! Not only do I save \$39 off the annual newsstand price, my T-shirt is absolutely FREE!

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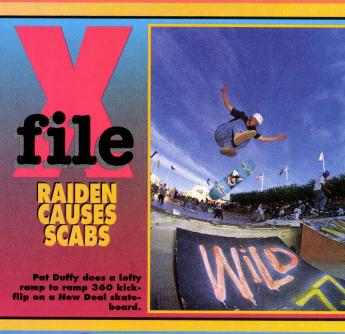
Robert Dustman, Ph.D., a doctor in the neuropsychology laboratory of the Veterans Affairs Medical Center in Salt Lake City, Utah, published an article in a recent issue of the Journal of Gerontology that announced

that video games were good for old people. Dr. Dustman did a study with a group of people aged 60 to 79 who played video games for three hours a week over an 11-week period. He found that video games helped sharpen the group's men-

tal abilities, as well as improve their reaction times. The people who played video games did better in response-time tests than those who watched movies or just sat around doing nothing. Maybe the new Sega

> channel will capitalize on all of the old people sitting at home





# GAMEPRO Gives Bad Rating!

It has just come to our attention that GamePro magazine has given a bad review to a recent video-game release. In their review of the new Jaguar game, Trevor McFur in the Crescent Galaxy, GamePro gave a rating of 1.5 in the category of "FunFactor." This is only GamePro's third bad review in the past year, the others being *Time Cruise* for the Duo in the March '93 issue and Indiana Jones and the Last Crusade in the December '93 issue. Both of these game were rated poorly in the sound category. When asked about their "game review integrity and credibility," we couldn't find out who to ask for, due to their use of fake names with reviews. How convenient. Will '94 be the year where Game-Pro gets nasty with game designers?



Are you a fan of old monster movies? Do you wish every day was Halloween? If so, then check out Topps' new Universal Monsters trading cards. The 90-card set features nine of the most famous monsters the world has known. The story of each monster is illustrated on ten cards by some of the best comic and fantasy artists that are alive today. Mark Chiarello does Frankenstein, his bride is done by Mike Mignola. Bill Sienkiewicz paints the Invisible Man and comic artist of the year, Dave

Dorman, illustrates the Incredible Shrinking Man. The other artists involved are Crash (The Creature from the Black Lagoon), Brian Stelfreeze (The Wolfman), Kelley Jones (The Mummy), Whilce Portacio (Dracula) and Al Williamson (This Island Earth).

Universal Monsters cards are going to be printed on high-quality cardstock with the super-glossy finish, so the price might scare you more than the cards. But if you collect horror, and Zombies Ate My Neighbors is your favorite game, these cards are marketed





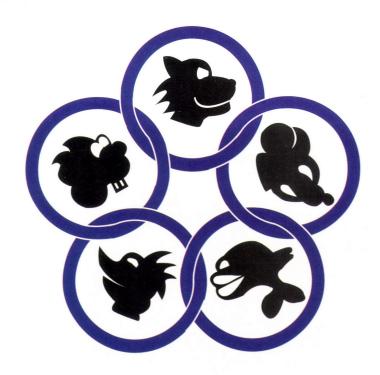
- 2. Super Street Fighter by Capcom
- Gal's Panic 2 by Kaneko World Rally by Atari
- 5. Neck N' Neck by Bundra 6. Street Fighter II: Champion Edition Turbo by Capcom
- 7. Fatal Fury Special by SNK
- 8. World Heroes 2 by SNK
- Aero Fighters by McO'River 10. Time Killers by Strata

- 2. Judge Dredd by Bally
- 3. Addams Family by Midway 4. Jurassic Park by Data East
- 5. Twilight Zone by Midway
- Tee'd Off by Gott/Premier
- Creature/Lagoon by Midway
- White Water by Williams
- 9. Terminator 2 by Williams
- 10. Last Action Hero by Data East









# FROM THE MINDS THAT BROUGHT YOU CLAY FIGHTER.



the clay animation heroes that hilariously ruled the Super Nintendo action scene. Now, the Interplay team introduces *Claymates*<sup>TM</sup> — five amazing clay animation characters to bring you hours of action-packed fun.

Transform yourself into any Claymate character, like Muckster the cat to race up a tree, Doh-Doh the bird to flap through the air, or Oozy the mouse to turbo-scurry out of danger. *Claymates*—the outrageous new game from the people who made clay a force to be reckoned with. Coming March 1994.









Interplay Productions, Inc. 17922 Fitch Avenue Irvine, CA 92714 (714) 553-6655

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Nintendo

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f you have any tips or tricks that you haven't seen printed anywhere else, put them on a piece of paper or a postcard and send them to us at VIDEOGAMES, Attn: Tips & Tricks, 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210. If you're the first to tell us about a valuable new tip or trick, we'll print it and send you \$10!

BIENIEK MESTON

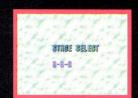


(SEGA FOR THE SEGA CD)

To play any stage in Sonic's first Sega CD adventure, enter the following code while the words "PRESS START" are flashing on the title screen: Up, Down, Down, Left, Right, B. You'll be sent to a "Stage Select" menu with full access to nearly all of the game's levels, including the "past," "present" and both "future" versions of each stage! You can't start a game from any stage with this trick—since you'll be sent back to the game's title screen as soon as you clear a stage—but you can use it to see the whole game and check out a few of the demo scenes.



Press Up, Down, Down, Left, Right, B.



You'll get the secret stageselect menu!



y any stage except for the bonus rounds.

What does this mysterious message me

# Title-Screen Tricks!

Here's a strange trick that allows you to play with the graphics on the Sonic CD title screen. While the words "PRESS START" are flashing on the screen, hold the A button and press Up, Down, Down, Down, Up. You'll hear a chime to indicate that the code is in place.



Hold the A button and press Up, Down, Down, Down, Down, Up.



**Use Controller 2 to** change the cloud patterns.



Zoom in or out, tilt, rotate or change speed!

Now grab Controller 2 and start pressing the buttons to see what happens! Hold Left to zoom out, Right to zoom in, Up to tilt the horizon toward you and **Down** to tilt the horizon away from you. You can also press A or C to rotate the clouds clockwise or counterclockwise, respectively; holding the **B** button speeds up the movement.

Are you still having trouble with your favorite game? Well VIDEOGAMES doesn't give out tips over the phone—but here is a list of people who do:

#### Nintendo of America Inc. (206) 885-PLAY

HOURS: Monday through Saturday-4 a.m. to midnight (Pacific Standard Time)

Sunday—6 a.m. to 7 p.m. (Pacific Standard Time)

COST: Standard long-distance rates to Redmond, Washington,

TIPS: Nintendo's game counselors field questions about any licensed game for the NES, Super NES or Game Boy.

#### Sega of America Inc (415) 591-PLAY

HOURS: 6 a.m. to 6 p.m. (Pacific Standard Time) seven days a week COST: Standard long-distance rates to Redwood City, California, apply. TIPS: Sega's game counselors field guestions about any Sega game for

the Genesis, Sena CD, Game Gear or Master System, With the excention, of Seismic's Genesis games and certain early Renovation titles, guestions about third-party games are not covered by Sega's counselors; they will, however, refer you to the appropriate phone numbers for tips on licensed titles

# Atari Corp

### (900) 737-ATARI

HOURS: 24 hours a day, seven days a week COST: 95¢ per minute

TIPS: Atari's Line offers Touch-Tone menus with recorded messages of tips and strategies for recent Atari games for the Lynx and Jaguar

#### Turbo Technologies Inc. (310) 337-6916

HOURS: Monday through Friday-9 a.m. to 6 p.m. (Pacific

COST: Standard long-distance rates to Los Angeles, California,

TIPS: TTI's game counselors field questions about any NEC. TTI or Working Designs game for the TurboGrafx-16 or Duo

#### **Electronic Arts** (900) 288-HINT

HOURS: 24 hours a day, seven days a week COST: 95¢ for the first minute, 75¢ each additional minute TIPS: Recorded messages provide tips and passwords for Electronic Arts games: game counselors may also be available during normal business hours

#### U.S. Gold (Flashback Gameline) (900) 288-GAME

HOURS: 24 hours a day, seven days a week COST: 85¢ per minute

TIPS: Touch-Tone menus of recorded messages offering tips and strategies for U.S. Gold's Flashback for the Genesis and Super NES.

#### (900) 4545-HELP

HOURS: 24 hours a day, seven days a week for recorded messages or 8 a.m. to 5 p.m. (Pacific Standard Time) Monday through Friday for optional game counselor assistance

COST: 95¢ for the first minute, 75¢ each additional minute

TIPS: Tips and strategies for Data East's Shadowrun for the Super NES are the primary resource, but help is available for many other Data East titles, including Side Pocket and High Seas Havoc.





# Time Attack Tricks!

The Sonic CD tricks on this page are for hardcore gamers only! In order to access these hidden features, you'll need to prove your skills in the game's Time Attack mode—which means that you'll probably have to beat the game in the standard mode, since the Time Attack mode won't allow you to race through a stage that you haven't yet seen during the standard game.

(SEGA FOR THE SEGA CD)

Secret Demo Mode!

Play the Time Attack mode until your total time is less than 37'27"57. When you achieve this goal, go back to the title screen-you'll find a new selection on the menu called "D.A. GARDEN." It's a visual sound test—you can move the globe around the screen with the joypad as the game's characters fly across the foreground. Press A to choose a tune to listen to, press B to change the direction of the globe's rotation (hold **B** to make it spin faster) or hold **C** to zoom in—release **C** and hold it again to zoom out.

Note: If you've previously qualified for the D.A. GARDEN and you find that it doesn't appear as a menu

item on the title screen when you turn the machine on, just select the Time Attack menu to "remind" the game that you're one of the elite; when you return to the title screen, it should be there.



Work to cut your total time below 37'27"57.







# Bonus Round Time Attack!

This one's a bit tougher. If you can get your total time below **30'21"05** in the Time Attack mode, you'll be able to access a new set of challenges by pressing **Left** on the control pad while the Time Attack menu is on the screen. Now you can race in the "**Special Zone**" bonus rounds! You can go for the fastest times if you like, but the cool thing about this trick is that it allows you to take your time and have fun playing the bonus rounds—unlike the standard game, which hurries you through the Special Zones with a strict time limit.



With a total time that's under 30'21"05....



...press Left for a new set of Time Attack challenges!



You can race through all of the bonus stages!

# Visual Mode!

The most difficult Time Attack trick of all requires you to get your total time below 25'46"12. Once you've cut your time down this far, you'll find a "VISUAL MODE" option on the title-screen menu—it allows you to watch the game's opening sequence, both the "bad" and "good" endings and a unique "Pencil Test" demo!



et your Tim Attack total below 25′46″12.





Check out this screen!



the game's ending



...or check out the "Pencil Test" demo!

Codes for use with Galoob's Game Genie Video Game

# Sonic Spinball (Sega for the Genesis)



Start on Level



on Level 3:



APBT-5N7G—Start on Level 4:

# **Super Star Wars:** The Empire Strikes Back

(JVC/LUCASARTS FOR THE SUPER NES)





-47F9—Start with all force abilities 6D23





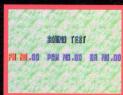
(SEGA FOR THE SEGA CD)

# Sound/Music Test!

To access a full audio debug menu, press **Down**, **Down**, **Down**, **Left**, **Right**, **A** while the title screen is flashing the words "PRESS START." You'll move to a hidden Sound Test menu, with options for listening to sound effects ("FM"), digitized samples ("PCM") or digital audio tracks straight from the CD ("DA"). This is the best resource for listening to composer Spencer Nilsen's *Sonic CD* soundtrack, especially if you're interested in recording the tunes for the tape player in your car!



Press Down, Down, Left, Right, A.



The hidden Sound Test menu appears!

# Secret Bonus Round!

Using the Sound Test as described above, set all three menu items at "07" and press the START button. A message will appear that says "WELCOME TO SECRET SPECIAL STAGE," introducing you to a special bonus round with a huge Dr. Robotnik looming in the background! Beat this stage and you'll get a condensed credit screen that's different from the credits you'll see when you beat the game.



Set all three numbers at "07" and press START.



You'll get this special message.



Play the Secret Special Stage!

# Strange Message

Set up the numbers in the Sound Test as follows: **FM No. 46**, **PCM No. 12**, **DA No. 25**. Press **START**; this gives you an incredibly weird screen with an evil-looking pseudo-Sonic in the background behind a message in Japanese. Roughly translated, the text says "Infinite fun: Sega Enterprises...picture of Evil Man." Go figure!



Enter 46, 12, 25 and press START.



Anata wa nihongo o hanashimasu ka?

# Sonic the Human Hedgehog?

Using the Sound Test, enter the following numbers: **FM No. 42**, **PCM No. 04**, **DA No. 21**. Press **START** and you'll get an eerie-looking graphic of a half-human Sonic, one of the most interesting images you'll ever see in a Sega CD game.



Enter 42, 04, 21 and press START.



Check out this creepy humanoid Sonic!

# GAME GENIE

Game Genie Video Game

# Star Trek: The Next Generation

(ABSOLUTE FOR THE NES)



OUXTPYOP—All system immune to damage (shields down)



SXUVTNSE—All systems immune to damage (shields up)



AAOXPOKT—
Phasers fire for longer

# **Darkwing Duck**

(CAPCOM FOR THE GAME BOY)



01A-0BF-C4D— Infinite lives



FAD-398-4C1— Infinite ammo on pick-up



099-F0F-F7A—Start with nine points of energy after first life





(THE SALES CURVE/T.HQ FOR THE SUPER NES)

# Super Cheat Mode!

To activate the cheat mode in this incredible action cartridge, press START to pause during a game, then press B, R, A, SELECT, SELECT, Y, A, B, Y, A, B. Next, press START to unpause. You'll get no signal to confirm the code; the easiest way to see if it worked is to pause the game, then press the L or R button repeatedly. If this causes the game to continue moving one step at a time in slow motion, the cheat code has been successfully entered. Now you'll be able to use all of the sweet cheats listed below!



A, B, Y,



# Stage Select!

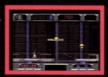
With the cheat code in place as described above, press START during the game and press A. L. L while the game is paused. Next, press START to unpause, and you'll get the "Nigel Wayne Mode" menu, which allows you to play any stage, including the "Virtual Worlds," the battle with Jobe and the final showdown against the Doomplayer!



Pause the g



Press START to access the stage-select menu.



tart at any stage, including the Virtual World!

While the cheat mode is in effect, pause the game with the START button, then press R, A, SELECT, Y and START to continue playing. Notice that when your character is killed, your life counter will not be reduced!



s R, A, SELECT, Y



Press START to unpause; when you di



...you won't lose a life!

# Stage Skip!

When the cheat code is in place, you can skip to the end of any Virtual World stage by pressing the A button while the game is paused. Please note that performing this trick in any other stage may reset the game and send you back to the title screen.



With the cheat mode on, press A while paused....



**Boss-Only Mode!** 

When the Taito logo appears at the start of Super Nova, quickly press Down,

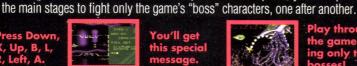
X, Up, B, L, R, Left, A. You'll hear a chime to confirm the code entry. Start the game, and you'll see a message that reads, "WOW!! YOU DISCOVERED THE BOSS ENDURANCE MODE!" With this special code in place, you'll skip through

to skip to the end fany Virtual Work



(TAITO FOR THE SNES









For use with Datel's Pro Action Replay Game Busting Cartridges

#### Alien3

(ARENA FOR THE GAME GEAR)



00C4-2403-Infinite lives 00C4-6A55-Infinite energy 00C4-2763—Infinite machine gun 00C4-290A-Infinite flame 00C4-2D0F-Infinite hand grenades 00C4-7903—Infinite time

# **Kid Dracula**

(KONAMI FOR THE GAME BOY)



0004-C8C8-Unlimited hearts/health 0003-C3C8-Infinite lives 000X-C2C8-Sub-level select. Replace X with 0-4 000X-C1C8-Level select. Replace X with 0-7

# **Tiny Toon Adventures: Buster Busts Loose!**

(KONAMI FOR THE SUPER NES)

7E08-97FD—Jump off screen 7E00-6A99—When you pick up a star you get an extra life 7E00-B4FF—Walk through the bad-

dies to kill them 7E00-0AXX-Varies the speed of the ball in Furball's squash 7E1A-06XX-Alters the time in squash—keep the switch active for infinite time 7E1A-2C00—Infinite time for

Hampton pig (variable)
7E1A-023A—Infinite time for Babs (variable)

7E00-B000 -- Moonwalkin' Buster! He slides around. Change the last two digits to make him go invisible when moving. If he gets hit, deactivate and then reactivate the switch
7E000-9C0A—Gives maximum of ten

bits of heart 7E00-680X—Replace X for level select 7E00-B6A0-You don't play the bosses when used with below two codes BEOO-8E04—Use with codes above and below

7E00-BFA0—Use with above two codes



THE JAGUAR 64-BIT SYSTEM.

You want power? How about 100 times more power than 16-bit systems.

Color graphics? You think 16.7 million colors will hold you?

Maybe you're looking for fast, realworld animation? Tell you what. You better have a strong stomach.

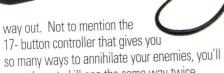
Cuz this is Jaguar.™ And this ain't no toy.

We're talking 64 bits of power and 3-D animation. As in three dimensions. As in this stuff is real. You're not just pretending to fly a plane. You are in the cockpit. You are dodging bullets and bombs and mountains and bridges. And you are sweating.

You've also got CD-quality sound to deal with, and arcade-quality games that are so multilayered and deep you may never find your

17- button controller that gives you so many ways to annihilate your enemies, you'll never have to kill one the same way twice.

Jaguar 64-bit. Power. Speed. Control. Sweat.





– Diehard Game Fan

# THE GALACTIC WAR HAS BEGUN.

Do you know where your pods are?

# CYBERMORPH"

The evil Pernitia Empire has the ultimate weapon: robotic technologies that can rebuild themselves. The good news is your forces had new weapons designed. The bad news is your scientists were seized by the enemy and sealed into pods along with vital supplies and information.

As pilot of Cybermorph Transmogriffon, a prototype morphing attack craft, you must recover the pods so the resistance fighters can halt the Pernitia Empire's sinister march toward galactic domination.

Cybermorph is packed in every Jaguar 64-bit system and packed with intense 3-D texture-mapped graphics, CD-quality sound and real-time, real-world action that'll help you explore 50 separate worlds of canyons, valleys, vortex towers, force fields, power stations and fast-flying hostile enemies aiming to blow you away.

# FIRE GOOD. LOSING BAD.

You're the proud leader of the Dino Dudes, and it's up to you to guide a hairy gang of Cro-Magnons to the top of the food chain.

On your prehistoric journey you'll discover fire, weapons, and The Wheel. You'll battle dinosaurs and rival tribesmen, and do everything you can to avoid becoming an endangered species.

Evolve or die, dude.



For game tips and hints, call 1-900-737-ATARI. 95¢ per minute. If you are under 18, be sure to get a parent's permission before calling. A touch-tone telephone is required. USA only.

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# JAGUAR 64-BIT.

THE MOST POWERFUL

EVER INVENTED.

HOME VIDEO GAME SYSTEM

THE NAME IS McFur. Trevor McFur.

# TREVOR MCFUR IN THE CRESCENT GALAXY

The Crescent Galaxy has fallen and it's up to you, Corporal Trevor McFur, to return the planet Cosmolite to its citizens.

With your trusty sidekick, Cutter, you'll blast through five worlds filled with monster asteroids, killer Starbots, deadly Gundinos, savage Cyber Cherubs, and bosses that confront you on the screen.

Rapid 3-D renderings and a variety of special weapons will make this interplanetary struggle one of the most formidable space adventures this side of the universe.

"Perfect" -Electronic Gaming Monthly

# MILITANT ALIENS.

You can't live with 'em. You can't play without 'em.

# RAIDEN°

Mother Earth has fallen to deranged, militant aliens. As pilot of the Raiden Supersonic Attack Fighter, it's up to you and you alone to mount a daring counter attack.

Rip through enemy lines, torch Gatling units with your homing missiles, blast ammo-laden cargo trains with nuclear-powered bombs, and teach these galactic pirates why nobody messes with your planet.

With brilliant sound, exceptional speed and shoot 'em up motion that showcases Jaguar's 64-bit capabilities, Raiden is the ultimate arcade conversion for one or two players.



TAGUATE

6 4 - B O O GET HIT

INTERACTIVE MULTIMEDIA SYSTEM

CIRCLE #108 ON READER SERVICE CARD.



(SEGA FOR THE SEGA CD)

# Hidden Video Clip

Digital Pictures (the creators of Ground Zero Texas, Night Trap and Prize Fighter, among other lovely Sega CD games) love to put hidden video clips into their games, and Double Switch is no exception. Getting to see the clip is going to take some work, though!

First, you have to play through the game until you reach Act III-much easier written than done. Once you've made it to Act III, sit back and intentionally lose the game by letting

the Power Box get turned off, or by letting Eddie capture the girls. When you lose, the screen goes dim and the "Game Over" video clip starts to play. Quickly press Left, A, Up, Right and A on Controller 1 before the clip ends. (This code spells the name "Laura," which is not so coincidentally the name of one of the characters in Double Switch.) The normal "game over" clip disappears, and the hidden clip starts playing. Watch and listen as Lyle the Handyman chews you out, then ad-libs a comment that Digital Pictures wisely chose to bleep out (although you can easily read his lips). We double-dog-dare you not to laugh out loud!



Press Left, A, Up, Right, A during

Stage Skip!

you've done that, you can skip to the end of any stage simply by pressing the SELECT button. You can use this trick to skip all



(U.S. GOLD FOR THE SUPER NES)

Press R, A, L, L, Y while the game is



With the code in place, press SELECT to skip stages at any time.



the way to the end of the game!

You can skip to the end of the game!



For use with Datel's Pro Action Replay Game Busting Cartridges

# **Bubsy**

(ACCOLADE FOR THE SUPER NES)



7E02-0D08—Infinite lives 7E00-A304—Invincibility 7E00-A206—Shadow (you cannot be seen by the enemy)

# **Fantastic Dizzy**

(CODEMASTERS FOR THE SEGA GENESIS)



FF814-90002—Infinite lives FF813-90000-Invincibility

#### **Star Wars**

(CAPCOM FOR THE GAME BOY)



0103-92FF-Infinite lives 0108-5BCA-Infinite energy 050A-A3CA—Infinite continues





(DIGITAL PICTURES FOR THE 3DO & SEGA CD)

# TIME LINE/COOL SCENES

Here's a double whammy of information for Digital Pictures' groundbreaking CD game. The 3DO version looks zillions of times better than the Sega CD version, but is otherwise identical, which means you can use this information with either of them.

# **Trap Time Line**

0:12—Hall 1—TRAP 2

0:26—Living Room—TRAP 2

0:35—Bedroom—TRAP 1 0:42—Bathroom—TRAP 1 0:49—Bathroom—TRAP 1

1:06—Living Room—TRAP 1



1:23—Kitchen—TRAP 1

1:38—Entry Way—TRAP 1

2:58—Entry Way—TRAP 2 3:14—Hall 1—TRAP 1 3:26—Bedroom—TRAP 1

3:32-Living Room-TRAP 1

3:42—Hall 1—TRAP 2

3:47—Driveway—TRAP 1 4:11—Hall 2—TRAP 1 4:22—Bathroom—TRAP 1

4:38-Bedroom-TRAP 1

4:55—Living Room—TRAP 1

5:03—Living Room—TRAP 1 5:32—Bedroom—TRAP 1 5:36—Driveway—TRAP 1

5:37—Entry Way—LISTEN FOR NEW CODE (Do

ENTRY TRY 25 Possible 景區 回录

Captored

7:26—Bedroom—TRAP 2

7:41—Driveway—TRAP 1 7:51—Hall 1—TRAP 2

-Bedroom-TRAP 1 -Hall 2-TRAP 2

8:27—Hall 1—TRAP 1

8:39—Bedroom—TRAP 2 8:55—Living Room—LISTEN FOR NEW CODE

then CHANGE CODE

9:11—Living Room—TRAP 1

9:22—Entry Way—TRAP 1



10:48—Hall 2—TRAP 1

10:54—Driveway—TRAP 1 10:58—Driveway—TRAP 1 11:31—Hall 1—TRAP 1

12:03—Living Room—TRAP 1

12:37—Bathroom—TRAP 1 13:15—Hall 1—TRAP 1 13:30—Entry Way—LISTEN FOR NEW CODE

then CHANGE CODE

13:57—Living Room—TRAP 2 14:10—Living Room—LISTEN FOR NEW CODE then CHANGE CODE

14:41-Hall 2-TRAP 2

15:05—Entry Way—TRAP 2

16:27—Driveway—TRAP 1

16:37—Hall 2—TRAP 2 16:44—Living Room—TRAP 1 16:59—Hall 1—TRAP 1

17:13-Bedroom-TRAP 1

17:26—Living Room—TRAP 1 17:37—Hall 2—TRAP 1 17:47—Living Room—TRAP 1

17:56-Bathroom-TRAP 1

17:59—Hall 2—TRAP 2

18:13—Driveway—TRAP 1

18:17—Driveway—TRAP 1 18:27—Entry Way—TRAP 2

18:34—Living Room—TRAP 1

19:08—Hall 1—TRAP 1 (Wait for the bar to enter the red zone a second time before trapping the Auger. If you activate the trap on the



"first red," you kill Megan.)

19:21—Living Room—TRAP 2 19:56—Entry Way—TRAP TONY

20:12—Living Room—TRAP 2 21:19—Bedroom—TRAP 2

21:31—Driveway—TRAP 1 21:45—Kitchen—TRAP 1 21:54—Hall 2—TRAP 2

22:11—Bedroom—TRAP 2 22:24—Hall 1—TRAP 2

23:06-Hall 2-TRAP 1

23:18-Hall 1-TRAP 1

23:35—Living Room—TRAP JEFF (Wait for the bar to enter the red zone a second time before

trapping Jeff. If you activate the trap on the "first red," you kill the SCAT soldier.)

23:53—Driveway—TRAP 1 24:04—Living Room—TRAP 1 24:28—Hall 1—TRAP 1 24:30—Bed-

room—TRAP MRS. MARTIN

24:54-

Bathoom—TRAP MR. MARTIN

25:10—Hall 2— TRAP SARAH then TRAP KELLY

(Trapping Kelly is optional. If you do, she'll chew you

out before dropping into the trap. If you don't, she'll say a few more words as she walks down the hall.)



**Cool Scenes** 2:00—Driveway—The girls arrive. 6:00—Living Room—The girls party hearty. The highlight of this scene is when Megan starts dancing around with the tennis racket and lipsyncing the *Night Trap* theme song. 9:35—Bedroom—Kelly chats with Sarah. 10:00—Bathroom—Megan describes the horror

of cosmetic testing on lab rats.

10:30-Hall 2-The girls go mental over the fact that SOMEONE IS AT THE DOOR!



12:10—Bathroom—Lisa freshens up while a pervert Auger scopes her out from the shower. 14:50—Entry Way—An Auger gets fried by Weird Eddie's laser gun.

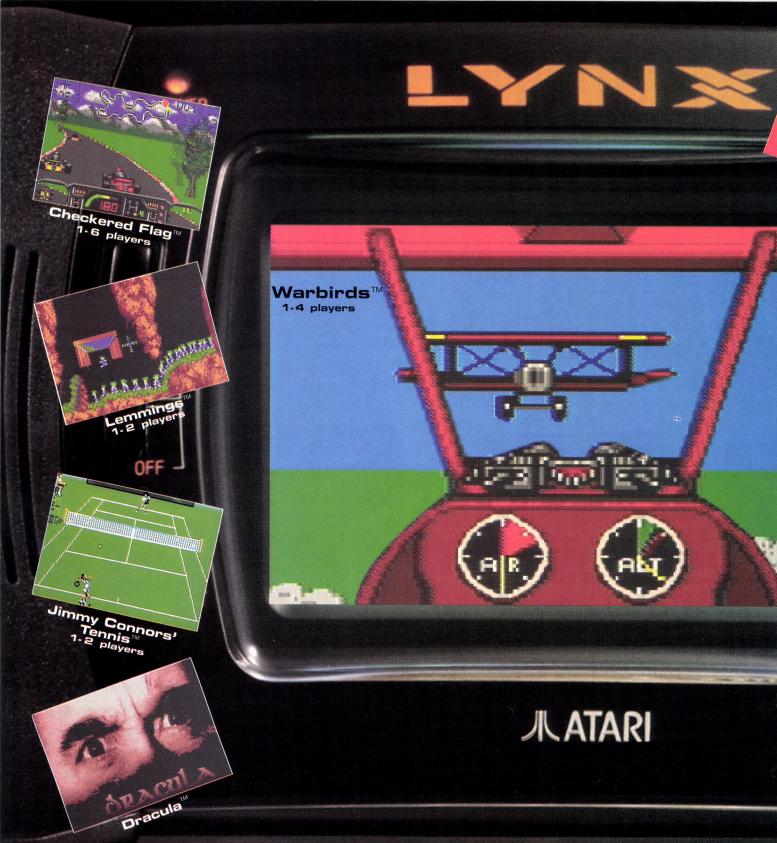
15:00—Bathroom and Driveway—Kelly communicates with Mike, one of the SCAT agents. Keep watching the Driveway, because Mike gets wasted before long.

15:15-Kitchen-One of the girls finds out that those cherry popsicles in the fridge aren't cherry-flavored. lck.



20:15—Driveway—An Auger gets frazzed (and then inspected) by SCAT.





# LYNX KICKS

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As Seen in GamePro **OPTION 2** 

Lynx has a 3.5" screen.

# BUT

Game Gear has a 3.2" screen.

Lynx has over 4000 colors.

# BUT

Game Boy has two.

Lynx has a 16 bit graphics engine.

# BUT

Game Gear has an 8.

Lynx has molded rubber hand grips.

# BUT

Game Boy has plastic.

Lynx allows up to eight players.

# BUT

Game Boy allows up to four.

Lynx has right or left hand play.

# BUT

Game Boy and Game Gear do not.



# THEIR BUTS.

reserved. Game Gear is a trademark of Sega Enterprises, LTD. All rights reserved. 5.0 ProFile ratings for Warbirds™ courtesy of GAMEPRO® Magazine. Get to your store now, or call:

I - 8 0 0 - 2 2 1 - E D G E



(SEGA FOR THE SEGA CD)

# **Debug Mode!**

Remember the "Debug Mode" in *Sonic the Hedgehog* and *Sonic 2*? There's one in *Sonic CD* as well, but you'll need to perform the sound test as described on page 22 (press **Down, Down, Down, Left, Right, A** while the title screen is flashing the words "PRESS START"). At the Sound Test menu, set up the numbers as follows: **FM No. 40, PCM No. 12, DA No. 11**. Press **START** and you'll get a cool-looking screen with Tails standing next to a race car; then, when you return to the title screen, start a new game and the Debug Mode will be in place. Press **B** to change Sonic into a different object—while he's changed, press **A** to pick a different object or **C** to place the object on the screen.



Press Down, Down, Down, Left, Right, A to access the Sound Test menu.



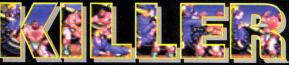
Enter the numbers 40, 12 and 11, then press START to activate the Debug Mode.



When you see this picture of Tails, you'll know the Debug Mode is in place.



Start a new game, then use the A, B and C buttons to pick objects and place them on the screen!





In every issue of *VideoGames*, we'll feature our readers' best fighting-game combination attacks in *Killer Kombos*; the two top combos every month will each win a set of Dual Turbo wireless controllers for the Super NES or Genesis, courtesy of Acclaim!

# **Mortal Kombat (Acclaim)**

# **40% DAMAGE**

This Scorpion combo comes from James Goddard of Namco, the former *Street Fighter II* specialist who was involved in the development of the most recent coin-op versions of Capcom's bread-and-butter fighting game. It only works on the Super NES, so you may have to search for an alternative that works on the Genesis version.





Block your opponent's jump kick...



...then quickly press Low Punch twice.



Throw a harpoon before they get up...



...then reel 'em in and use any punch or kick!

# Clay Fighter (Interplay)

Also from James Goddard comes this unique Blob combo that takes advantage of the unique nature of *Clay Fighter*'s "charged" moves. James reports that *Clay Fighter* allows you to retain a charge even after you've moved in the opposite direction; experiment with different charging times to find how long the computer will remember that you've charged for a move.





When your opponent is cornered...



...do a buzzsaw, then press Brutal Punch.



Reverse-charge and do another buzzsaw...



...to stay buzzing in the corner for big damage!







(SEGA FOR THE GAME GEAR)

Try this handy cheat to skip through the Game Gear version of Lemmings; you can start on any stage without the use of passwords!

First, turn the game on. When you see the lemming pulling the Sega logo on a cart, hold buttons 1 and 2 while rotating the control pad in a clockwise direction. After about three rotations, you'll hear a "boink!" sound to indicate that the cheat is in place.

Next, choose "New Level" at the main title screen. Instead of the standard password-entry menu. you'll get a credit screen with a stage-select option at the bottom; just press Left or Right on the control pad to choose a starting stage!

Hold 1+2 and otate the control ad three times.

When you hear the "boink!", you're in cheat mode!

Choose "New Level" to access the level select.

Press Left or Right to change

You can play any stage without passwords!













(FLYING EDGE FOR THE GAME GEAR)

## Super asswords

To start at any stage of the Game Gear version of Krusty's Fun House, just enter one of the following passwords:

Level 2: SELMA

Level 3: SCRATCHY

Level 4: SKINNER

Level 5: GROENING

To start the game with all of the doors unlocked. enter the password TRACY. This gives you immediate access to the entire Fun House!



Use our passwords to start on any



Or, enter the cheat password **TRACY**.



All of the Fun House doors will be unlocked!



(CAPCOM FOR THE SUPER NES)



Stage 2



Stage 3



Stage 5



Stage 7

# Super **Passwords**

Courtesy of VIDEOGAMES reader Charles Chen, here is a complete list of passwords for Capcom's Super NES version of Disney's Aladdin. Thanks, Charles!



Stage 4



Stage 6



Stage 8





# THE EMPIRE STRIKE STRIK

The last installment of our strategy guide coverage will take you to the lightsaber duel with Darth Vader.

STRATEGY GUIDE by Chris Gore

JEDI TRAINING ON DAGOBAH
Your first order of business is to find R2-D2. There is no time period or scrolling to keep you from exploring so go everywhere on screen you can. Constantly pressing the B button will destroy anything that tries to hurt you (there's not much on this planet that doesn't take away from that vital energy bar). This has the added value of revealing FORCE POWERS that are hidden high up in the jungle. Make sure every nook and cranny has been explored before you get R2-D2.













YOU MUST FEEL THE FORCE AROUND YOU. EVERYWHERE.

DO. OR DO NOT.

Same deal here—explore, explore, explore. You may want to use this opportunity to try out some of those FORCE POWERS as well. Watch out for those nasty Gundars in the trees (they're kinda like purple apes). These grape apes can kill you quick! Get all the force power you can and find Yoda.







# THE SPINE OF HAGOBAD During this exploration you'll run into a bunch of REBEL SYMBOLS

that are worth 50-points each (don't knock it, there's a 1-UP after 50,000 points). This stage of Dagobah scrolls once you get to something that looks like a bridge. Unfortunately, it's not a bridge at all. You're standing on the spine of the boss of this level, the horrifying. caterpillar-spitting Hagobad. (That's almost Dagobah backwards.)

# **BEAT THE BOSS:**

Use "SELECT" to switch to the force power HEAL. Repeatedly push the B button and flip from one side or the other. You should be able to anticipate his attacks after a little practice. Use the HEAL power to give yourself energy (and you'll need it) near the end of the battle. Watching this ugly critter blow up is the most satisfying explosion in the whole game!









# **HAN ARRIVES AT CLOUD CITY**

The goal here is to find Lando. (I don't know why, that scoundrel is going to betray you anyways.) The toughest combination of platform jumps you'll ever attempt is in this stage of the game. Use the **L** and **R** buttons to get a fix on your position (and your landing spot) before making any jump into mid-air. You want to have at least some idea of where you're about to land. The trickiest jumps come mid-stage when you are trapped deep in the hallways of Cloud City.

TIP: Bounty hunters will make things tough by constantly coming through the doorways and blasting you. Use RAPID-FIRE to blast at the doorways. Some doors will stay shut and protect you from their onslaught.

# **ONE-UP CENTRAL!**

After escaping from these seemingly endless hallways, make your way to the outside of Cloud City. Take a large platform straight to the bottom, to what looks like a dead end. Shoot into the air to reveal two hidden 1-UPS, HEALTH SWORDS, BLASTER POWER-UPS, BIG HEARTS, you name it! Keep returning to this spot and build up 99 lives!

## **BOUNTY HUNTER HELL!**

The bounty hunters get even more annoying during this stage, but if you've gotten a SEEKER BLASTER, you'll be in great shape. The final boss is a giant contraption called a Tibana Hover Transport. Keep away from its jaws when firing or, if you've got that SEEKER BLASTER, just stand and shoot. You'll be past it in no time.



THAT WAS A LONG TIME I'M SURE HE'S FORGOT BY NOW...









# CHEWBACCA IN THE UGNAUGHT FACTORY

Stay out of the red-glowing lava. Nothing will kill you faster than spending two seconds in that hot stuff. The goal here is to find C3PO. Save Chewie's spinning attacks for tough guys like IG-88. That metal bounty hunter takes a lot of hits to kill, but a few spins from Chewie and he's toast.

# **BEAT THE BOSS:**

An ugly Ugnaught will use a giant Mine Crusher to try to kill you. Get to the far right and kneel. Keep shooting, and when that boss blows to bits get ready for boss number two. A small pod will eject containing an annoying Ugnaught. Your SPINNING ATTACK and a few blasts will get rid of this tiny boss. Once you've beat him don't blow it by falling into the lava, go straight to C3PO. (Unless you feel like fighting that thing again.)



The goal here is to survive and beat the boss. There are some pretty difficult platform jumps, but some of the the falls leave you on pipes you can jump back up from. Do a little exploring and grab yourself a SEEKER BLASTER and some BIG HEARTS. Chances are, if there's a dead end, there's a bonus somewhere.

# **BEAT THE BOSS:**

This is possibly the easiest boss of the game. Hopefully, you gained

a SEEKER BLASTER along the way so all you need to do is get to the top of the platform and RAPID-FIRE away! This carbon-freezing engine, or whatever it is, just spits out some rubbery, laser-looking thing that is easy to avoid. Keep shooting and you've won! (But what's the point? You don't really win this round because Han gets frozen and taken away by Boba Fett anyways.)



# CHEWIE TRIES TO RESCUE HAN

The bounty hunters seem tougher in this stage, and you'll be forced to go through some of the same platform combinations as Han's Cloud City stage. A bit repetitious, but Han's stage was a chance to practice: now you can get through pretty easily.

## **BEAT BOBA**

Boba Fett is the boss of this level, and his annoying freeze ray will stop you dead in your tracks. Shake out of it and just keep shooting. If

you can avoid him long enough (and it's tough with that flying jet-pack), Boba will be kind enough to leave a bunch of BIG HEARTS after he's blown to pieces.

## **BEAT BOBA'S SHIP**

Slave 1 takes off just as you come to the walkway. Destroy the guns then use your SPINNING ATTACK to finish off the ship. Han's on his way to Jabba the Hutt (next game, pal), but head right to Princess Leia.



#### **LUKE'S X-WING** THE CLOUDS **BATTLE IN**

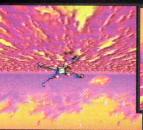
Kind of a bonus round of sorts, but don't let your guard down. It may be cool to go back and forth between the clouds, but you can easily lose sight of some Cloud Cars that will suddenly creep up on you. Hitting the cars is the quickest way to get destroyed—so avoid them!

Use the L and R buttons to fire TORPEDOES and destroy the appropriate number of Cloud Cars (depending on the difficulty setting).



YOU MUST COMPLETE THE TRAINING. YOU MUST NOT GO. ONLY A FULLY TRAINED JEDI KNIGHT, WITH THE FORCE AS HIS ALLY, WILL CONQUER VANED AND HIS EMPEROR







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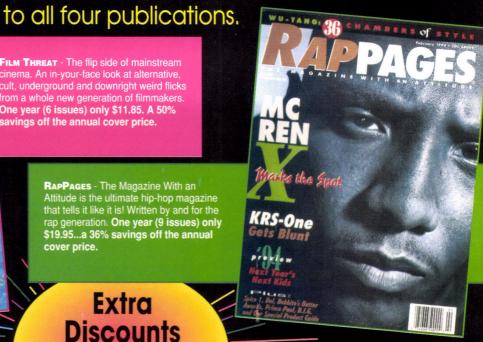
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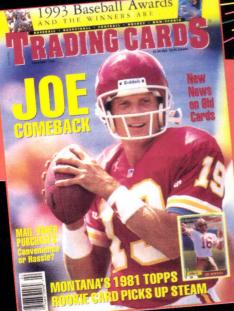
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# CLIMAX AT CLOUD CITY: LUKE CONFRONTS DARTH VADER

The goal here: Destroy Darth! But we've all seen the movie so we know how it turns out. Real crappy—for the good guys! Oh, well. It sure is a joy to be controlling Luke again since he is the most powerful character with all kinds of special moves and powers.

There's two ways to go at the beginning of this stage. Use your ELEVATION FORCE POWER to travel right at the top of the platform (which is actually easier), or simply go right and watch out for those giant lasers. You can blow them up by simply taking a defensive stance or use your saber. FORCE POWER-UPS are hidden in each one of these, so remember to use them to power up after your fight with Vader.

Once you get to the platforms select the ELE-VATION FORCE POWER. Just in case you miss a jump you can use your power to float right back up.

# THE FIRST BATTLE WITH DARTH VADER

After these platforms you'll come to a hole that you will fall down and come face to face with the Dark Lord himself. Defensive stance is best here. To do the most damage, try SABER CONTROL to throw your lightsaber toward Darth's direction. After a while Darth kinda flies away like Dracula.

Continue on to some simple platforms. Try double pushing the **B** button to get some much needed BIG HEARTS and FORCE POWER-UPS to continue your battle.



LUKE AND R2-02 ARRIVE AT CLOUD CITY, UNAWARE OF THE DANGER THAT AWAITS THEM...



THE FORCE IS WITH YOU YOUNG SKYMALKER.

BUT YOU ARE NOT A JEDI YET.









SCORE

SABER FORCE

# LUKE VS. DARTH: ROUND TWO

Get ready for another fight—that you'll lose! Hit Darth and keep hitting him what seems like countless times and your reward is being flung through a window.

You'll travel down and down and collect 50 points from REBEL SYMBOLS. Get as many as you can (a high score can't hurt). Head right and have your ELEVATION FORCE POWER on hold; soon you'll reach the end of the gantry for your last chance to beat Darth.

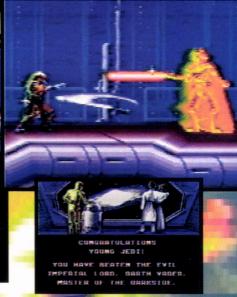
VIIDEO GAINES

#### **FINAL ROUND: FIGHT!**

This fight is tough and goes on longer than the first two. After sabering Darth a bunch of times he'll use the force to hit you with debris. Destroy the debris and gain some much-needed FORCE POWER-UPS. When your health sword gets low, use HEAL. SABER CONTROL works

best here. Defend, attack, defend, attack is the best strategy here. Once you've hit Darth enough you'll start to see those little boss dots decrease. Well, you've won, for now. Get ready for *Super Return of the Jedi* in 1994!





NEXT ISSUE: NOTHING!!
THE STRATEGY GUIDE IS OVER!

GO PLAY ANOTHER GAME! OR IF YOU WANT TO CHEAT—USE THESE PASSWORDS!!!

### SUPER EMPIRE STRIKES BACK

There are passwords every few levels and some in the middle of stages.

The password for Luke's battle with Darth Vader will start you with all of your Force Powers intact. Good luck.

And may the Force be with you.

Wampa Caves
WDWDWB

Return to the Wampa Caves

NSRSCL

Probe Droid Boss

Luke in the Rebel Base & Onto the Snowspeeders

BHRDHL

Imperial Walker Battle
(Mode 7)

LDGLTJ

Luke Fights an AT-AT (On Foot!)

JRGRTD

**Luke Inside the AT-AT** 

**MDBNMR** 

Han's Escape from the Rebel Base

WLJWDN

Han's Escape from Hoth and Fight with Scout Walker

**WBWHRW** 

Asteroid Field
NCCGSP

Luke's Jedi Training on

Dagobah-Find R2-D2

**PGBNBH** 

**Luke's Beats the Boss** 

TNPSPL

**Han Arrives at Cloud City** 

MCDGRJ

Chewbacca in the Ugnaught Factory

**PGPNMG** 

**Han in the Carbonite Chamber** 

NGMSJB

Chewie Against the Bounty Hunters in Cloud City

RLMSWJ

Luke's Lightsaber Duel with Darth Vader

**SWPMSS** 

onquer the Universe

Atari for the Jaguar

SEAN PATTEN







he code for the second dor is 13%



The code for

the third

tor is **92**2





ector is 3

sector is **6**0 hidden

# types of buildings, especially small ones. Some pod prisons even look

the stronger prisons. Prisons come in several shapes-try shooting all

Watch your scanner if it isn't jammed-diamonds denote pods and the yellow arrow points toward the nearest pods. Pods that are in prisons do not show up on radar. Cruise Bombs are good for breaking open

Towers and check for pods. To get pods out of spikes, destroy any spike out and then take the pods from the pod carriers. If all else fails, line up controllers before grabbing the pods, or let pod carriers take the pods like trees. If Skylar says "Pod in trouble," fly towards the nearest Vortex your T-Griffon with a pod while in cockpit view. Then switch to side view,

fly slowly over directly over the the pod, and then straight up the spikes, and when you are move slowly straight down to grab to get out of the pod.

ing it down. Fly fast only if there are enemies attacking you or pods are To avoid oversteering, tap the controller left or right instead of holdin trouble. Be careful when flying backwards. Most buildings are very dangerous, so try not to crash into them. If you are having trouble pointing up while on a slope, try moving forward a bit to get out of ter-

a high area, try to get out the same way you got in. Keep an when worms are around. Turn the crosshairs on to help you steer eye on the radar and aim.



you get stuck in rain hug mode. If DISAG

Trees are easy to destroy and a good source of points. The incinerator works best at a distance and is good for shooting Vortexers. Griz Madre, Olyotris and Greenstone have hills that you can use as a ramp to get just a bit higher than ceiling

height. The following worlds have bonus otris and Jenwelch. Explore Codex very thoroughly and you may find an area that rings on them: Olope, Metropol, Pico, Olyhas some interesting markings.

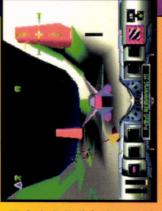


Use cruise bombs on ground enemies like crabs, turrets and jokers. Destroy the spinning enemy radar to freeze the war fleets, kamikazes and pirates for easy pickings. Duck under or climb over missiles fired by flying enemies. Swerve left or right to avoid missiles fired by ground enemies. Use incinerators from low areas to kill pirates coming down at you. To kill the worms, drop mines or fly backwards and shoot their heads. To kill guards, grab their pods after the radar has been knocked out to freeze them, or sit above them and use mines. To kill the Giant Worm endbosses, fly backwards, watch your radar and drop mines. Use the side view to more get just close enough that your weapons reach and shoot off their guns. There are some spots where their missiles will not shoot. Watch your score to see if you are hitting the guns. When they charge, shoot them. Twin shot or incinerator accurately place the mines. To kill the Twin Gun endbosses, works best here.



## UOT

urn right and canvon with vellow and take the blue then make a sharp down the pillars in it. Pass teleporter. Grab all the pods and use the quards. Take right so vou are flvthe red teleporter mines to take out the blue teleporter back out-it's near the water. Take the end. Make a left to red teleporter, but be careful of buildings on the other get to the exit.





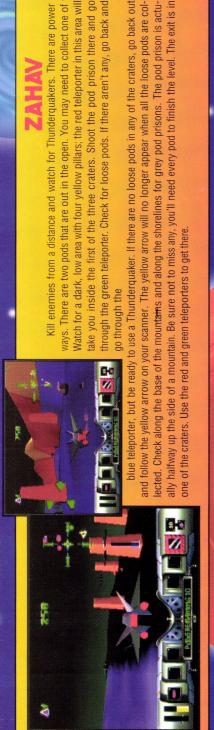
After collecting enough pods on a world, if you have plenty of energy, hang around and kill enemies for power-ups. Keep track of which worlds give good power-ups, and play the worlds in the order that best suits you. For example, Kapitol has lots of mines and detonators. Keep your eyes Kill lots of flying enemies, especially ones that don't shoot back, like pod carriers or drones. Ground enemies do not give power-ups. Some bunkers contain power-ups, but these are rare.

open for bonus world rings-bonus worlds often have weapons or extra lives on them. Remember that you weapon at a time, so be sure you ing to another. Pick up as many extra buildings and Vortex Towers as you can, because the points add up and can only hold one type of supermake good use of one before switchpods as you can, and shoot as many

you can earn extra lives.

Head straight towards the Vortex Towers by following the but watch for pods brought by pod carriers. Fly along the row mulate just to the left or right of the two end Vortexers, so knock down a Vortexer, otherwise use single shots to save white triangular arrow on your scanner. Shoot the Vortexers. check there too. One incinerator hit from a distance will ammo. Hang out and get as many pods as possible, and of five Vortexers and grab any pods you see. Pods also accushoot Vortexers and pod carriers for extra points.





### 0

### OT

vour scanner for pod carriers. Wait for them to grab a Grab any pods that are not protected by spikes. Watch with the pod while in cockpit view, with the pod in front Fly forward slowly until directly over the pod, then drop Fly high over all the pods to set off all the spikes. pod from out of the spikes, then shoot the pod carrier and recover the bod safely. Shoot the Vortexer nearby riers come, you can extract the pods yourself. Line up while waiting for pod carriers. When no more pod carof you. Switch to side view by pressing 9 on the controller, and make sure you are higher than the spikes





#### straight down slowly to grab straight up to get out of the spikes, and rethe pod.

ing 6 on the riew by pressvou still don't have enough pods, follow the turn to cockpit rellow arrow on he scanner to get to the rest. controller.





00 //

two pods in front and one behind. Return to the red teleporter, go the green teleporter and then take the yellow teleporter. There are through and go right. Watch for the low ridge and turn right. Turn right at the brown building. At the end of the canyon, grab the last bod and turn right. The exit is at the end of this area

Kill enemies from a distance and watch for Thunderquakers. There are power rings at the end of most of the waterways. There are two pods that are out in the open. You may need to collect one of the loose pods from within the craters. Watch for a dark, low area with four yellow pillars; the red teleporter in this area will

take you inside the first of the three craters. Shoot the pod prison there and go through the green teleporter. Check for loose pods. If there aren't any, go back and go through the

blue teleporter, but be ready to use a Thunderquaker. If there are no loose pods in any of the craters, go back out



Turn to the left and follow the yellow arrow on your scanner to find the first bod. Use mines at close range or incinerators at long

rom the grey canyon wall with the range to eliminate the quards, then grab so use incinerators and speed to rescue the bod. Follow the vellow arrow them at long range with incinerators, or use mines to kill them while picking up the pods. Keep going along the grey canyon wall to find a power ring and the red teleporter. By flying directly away power ring, you should find a brown canyon wall with a bonus ring hidden in turquoise pod prisons. Use bombs at long range to break these open since they are well guarded. The exit is just the pod. Fly on and along the grey These are heavily guarded by eneon your scanner to find more open pods, but be careful of enemies. Shoot it. Use the red teleporter and fly along the grey canyon wall. Watch for canyon wall and watch for two pod prispast the three gun turrets near the lake. mies. ons.









Fly straight along the river and watch

open pods are collected, check in the middle of

the spikes for pod

prisons. Kill the

open the prisons

Joker heads and with bombs or mines. Head toward the exit as

soon as you have enough pods.

Keep mines ready. Follow the arrow and pick up all the pods that are out in the open on the surface of the yellow seas. Avoid or mine the Head Hunters and Bioblobs. When all the









eaving.

red teleporter. Stick around and shoot

frozen enemies for power-ups before

radar. Shoot it and collect all the pods. Be careful of the turrets. The exit is near the

























canyon. Cross the big canyon and follow the

and watch for the last pod. The passage winds lead you to the exit. If the worms catch up with

/ou, use mines

narrow passage on the other side. Move fast around, but stick with it and eventually it will

# Fly along the low areas and keep moving to avoid the crabs. Grab the first



three pods. Grab the four pods in the big lake and take the narrow branch so you don't backtrack. Grab the next pod and when you get to the big canyon, turn right. Avoid the pirates and pick up the pod. Take your next right and grab the pod. When you see the three crabs, stop and shoot them from a distance, then move in and destroy the Power Station. Now turn left and follow the right passage, grabbing the pod as you head back towards the big



Nake sure you have ots of mines when vou get here. Stay high and and search around for the big worm. When it charges, drop mines stroy the head. Follow get ready to mine it new head worms that must be once all three worms try to find open areas. while backing up to dethe worm while it is reforming a red head, and orms and it charges again. Keep going until stroyed. There are also :wo of the regular these. Watch for the exit Watch your scanner, all the seaments are dekilled; use mines for when the

#### HOUOT FOR

nave been killed

Follow the road away from the canyon mouth and destroy the Power Station at the end. Kill the cargo carriers to get some power-ups, and then follow the road back to the canyon and follow the canyon. Fly fast to avoid enemies, and use mines to kill kamikaze's and guards. Be careful to avoid buildings, and pick up pods on the way. Be sure to canyon then turn watch for the power ring in the canyon. Grab the pods at the end of the around and head





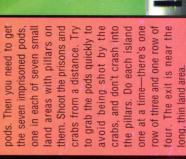
them. When a carrier picks up a pod, shoot or ram it Once all the pods in the open are gathered, shoot veal an extra life. Kill enemies until your health is Wait for the pod carriers to grab the pods from out of the spikes. Watch your radar to keep tabs on to get the pod. There are two islands with Vortexers the pod prisons that are below the floating city and When the exit appears, fly past the exit and toward the two bullkers, and shoot the one on the left to reon them, so check them both if a pod is in trouble. grab the pods. Kill the cargo carriers for weapons.







Fly straight ahead and shoot the pod carrier. When you get to the water, make a left and follow the coastline all the way around. This should get you a total of four pods. If you miss one, check the valleys for pods. Then you need to get



you can exit or try to find the bonus ring, which is

out past the Vortex Tower.

blue teleporter. Destroy the Power Station. Fly back Then fly through the yellow teleporter and the next through the blue, yellow and blue teleporters again, and fly towards the pods. Collect all the pods. Now

Turn left and fly through the blue teleporter.









tor. Keep going and pick up all the pods. Be careful of

the guards—use mines on

Turn around and fly through the red teleporter. Turn around again and follow the canyon as it turns throughout the canyon, and then go through the blue teleporter again. Watch for the exit.





# you get to a Power Station. Destroy the Power Station and fly back through the blue teleporter. Follow the canyon as it winds around and rescue the pods near the Vortex Tower. Rescue the remaining pods left and dead ends at a blue teleporter. Fly straight through the blue teleporter, turn around and fly until

you have to play the endboss world. Be sure to bring the pod carriers also. To kill the Twin Guns, stay just close enough that your shots can hit them. Try to find spots where they can't shoot and sit there. Shoot the guns off first, with single, twin or incinerator. Shoot the body when they charge you. When all the pods are When you finish the last world on the last sector, mines with you. First, grab all the pods, using your scanner to find them. Fly fast to grab the pods near the Vortexers, and avoid being shot by the Twin Guns. Use mines to kill the Giant Worm and Head Hunters. Kill all collected and all the enemies have been killed, the exit will appear.

bunker visible. Fly past it, destroy the next bunker and go through the yellow teleporter. Get the pod from the pod prison and destroy the Power Station. Go back through the teleporter, and turn Destroy bunkers one at a time. Use mines to kill enemies that come out of the bunkers. If you find a teleporter, go through it immediately. Keep going until you get to a narrow canyon with one left above the green teleporter. Fly straight to the exit.







First, go to Kapitol to get some detonators, entering in

code 1008 to get there. Then lect Gantlet. Fly away from type the code 3444 and se-

# MORTAL KOMBAT

Special thanks to Dean Gamburd and Jorge Sanguinetti at C.A. Robinson & Co. in Los Angeles for their gracious help.

#### REPTILE



**SECRET MOVES** 



Spit Acid: FORWARD, FORWARD HIGH PUNCH



Force Ball: BACK, BACK, HIGH PUNCH+LOW PUNCH Invisibility: Hold BLOCK, press UP, UP, DOWN, HIGH PUNCH

#### **FATALITIES**



Yummy: **BACK**, **BACK**, **DOWN**, **LOW PUNCH** (stand about a jump length away)

#### KITANA



**SECRET MOVES** 



Fan Swipe: BACK, HIGH PUNCH Fan Throw: FORWARD, FORWARD, HIGH PUNCH+LOW PUNCH simultaneously (this move can be done in midair)



Fan Lift: BACK, BACK, BACK, HIGH PUNCH



Air Attack: Low half-circle from FOR-WARD to BACK, HIGH PUNCH

FATALITIES ???

#### **SCORPION**



**SECRET MOVES** 



Spear: BACK, BACK, LOW PUNCH Teleport Punch: Low quarter-circle from DOWN to BACK, HIGH PUNCH (this move can be done in the air)



Leg Grab: Low half-circle from FOR-WARD to BACK, LOW KICK



Air Throw: **BLOCK** (both you and your opponent must be in the air)

#### **FATALITIES**

Toasty: **UP**, **UP**, **HIGH PUNCH** (hold **BLOCK** to make it easier to perform. Stand five to seven inches away from opponent)



RAIDEN

**SUB-ZERO** 



MILEENA

#### **SECRET MOVES**

Body Launch: BACK, BACK, FOR-WARD (this can be done in the air) Lightning: Low quarter-circle from DOWN to FORWARD, LOW PUNCH Teleport: DOWN, UP quickly Electrocution: Hold HIGH PUNCH for



three to four seconds and release (close to opponent)



FATALITIES 777

#### **SECRET MOVES**



Freeze: Quarter-circle from **DOWN** to **FORWARD**, **LOW PUNCH**Ground Freeze: Quarter-circle from **DOWN** to **BACK**, **LOW KICK** 



Slide: Hold BACK, press LOW PUNCH+BLOCK+LOW KICK simultaneously

FATALITIES ???

#### **SECRET MOVES**



Sai Throw: Hold **HIGH PUNCH** for two seconds, then release (this move can be done in midair)



Teleport Kick: FORWARD, BACK, LOW KICK

#### **FATALITIES**

Multi-Stab: FORWARD, BACK, FORWARD, LOW PUNCH (stand close to opponent)









MORTAL KOMBAT

VIDEO GAMES Magazine and Victory Sports Inc. Present

A Mortal Kombat II Kontest

#### **WIN JOHNNY CAGE'S JACKET!**

Be the only kid on your block who dresses as stylishly as Johnny Cage, the famed video-game star. Just send in a postcard with your name, address, phone number and age. One lucky winner will be selected randomly to win an exact replica of the Victory jacket used by actor Daniel Pesina in Midway's *Mortal Kombat II*. The winner will also receive an autographed picture of Mr. Pesina wearing the jacket as Johnny Cage.

winner will also receive an autographed picture of Mr. Pesina wearing the jacket as Johnny Cage.

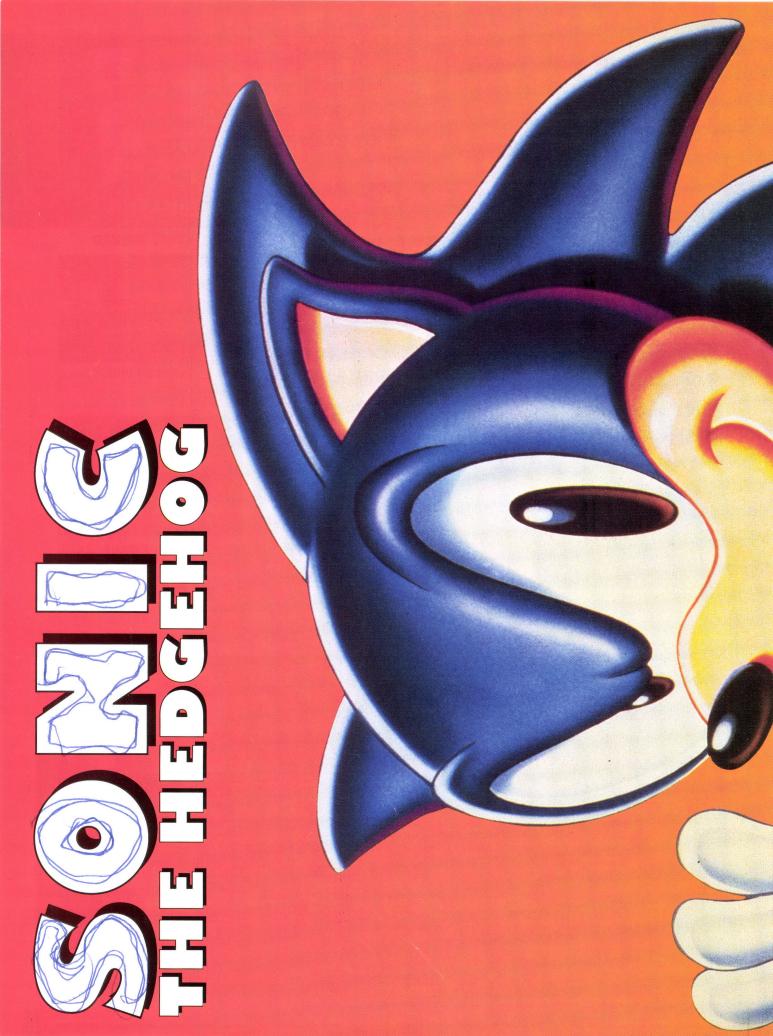
Address your entries to Johnny Cage Jacket Contest, c/o VIDEOGAMES Magazine, 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210. Entries must be sent on a postcard (no envelopes, please). Multiple entries accepted, but each must be sent in separately. The deadline for entries is April 1, 1994, and all entries must be received by that date to be eligible. The winners will be selected in a random drawing of all entries.

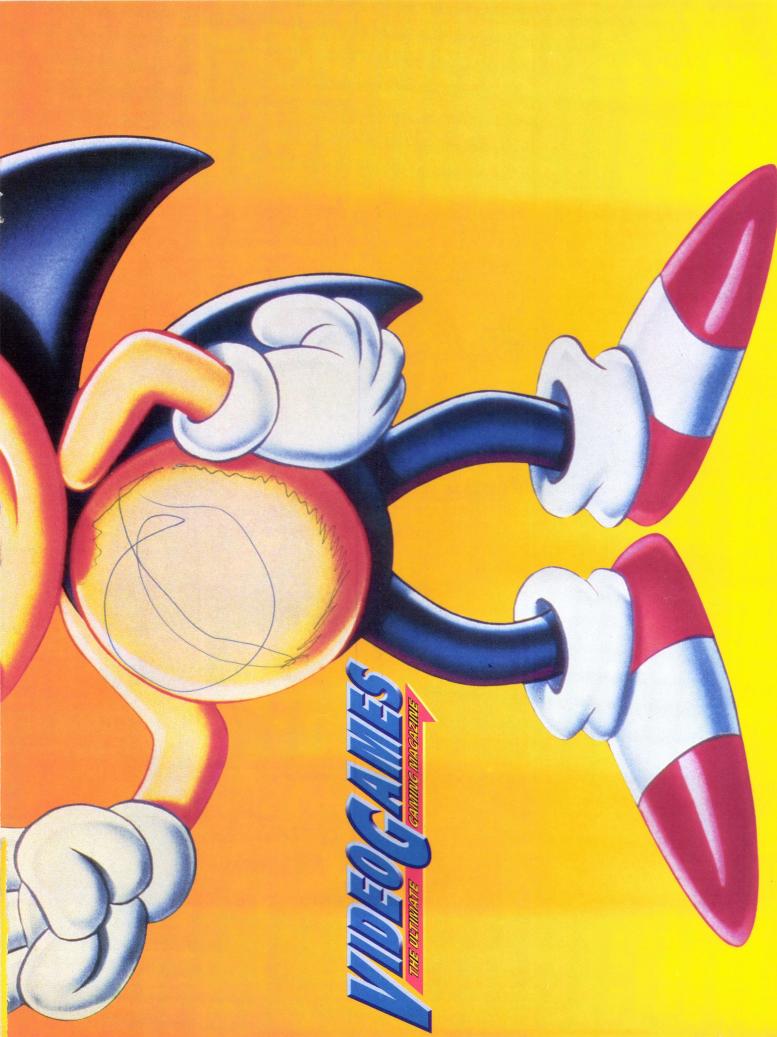
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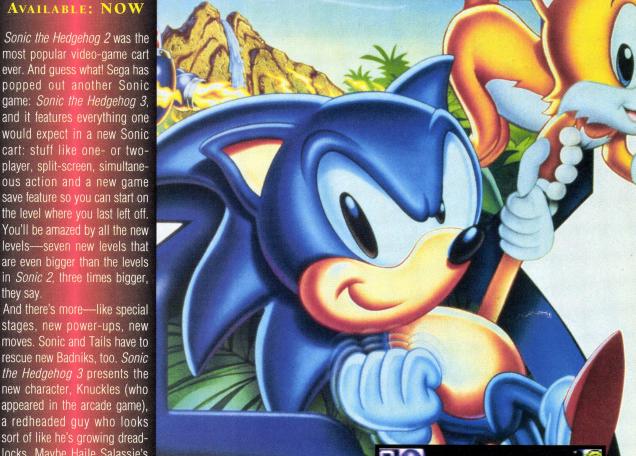
### For the Sega Genesis

Sonic the Hedgehog 2 was the most popular video-game cart ever. And guess what! Sega has popped out another Sonic game: Sonic the Hedgehog 3, and it features everything one would expect in a new Sonic cart: stuff like one- or twoplayer, split-screen, simultaneous action and a new game save feature so you can start on the level where you last left off. You'll be amazed by all the new levels—seven new levels that are even bigger than the levels

And there's more—like special stages, new power-ups, new moves. Sonic and Tails have to rescue new Badniks, too. Sonic the Hedgehog 3 presents the new character, Knuckles (who appeared in the arcade game), a redheaded guy who looks sort of like he's growing dreadlocks. Maybe Haile Salassie's in there too. Just kidding!

they say.













Sonic can now fling though the air with the greatest of ease.



Sonic busts a move. By the way, he's got a lot of new moves too.





Rings, rings, rings. You've still got to get those rings.



w levels for two-player simultaneous action.

Is that a monkey or a gorilla hid-ing in those trees? Hmmm. I don't know about that.



Sonic spins so fast, Dr. Robotnik won't even know what's coming.



ley, that's a pretty steep hill, ain't it? Sonic's new maneuvers help him get through the tough spots.



nd here it is. That all-new two-player simultaneous action.



Tails helps Sonic get through all kinds of new levels.



Sonic attacks big bosses in yet another attempt to get Dr. Robotnik.



Sonic looks lean and mean and ready for an all-new battle with the Eggman himself.



More action than you ever imagined, eh?

#### **Daffy Duck**

SUNSOFT

For the Game Boy

#### Available: First Quarter 1994

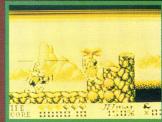
Duck Dodgers confronts that pesky Marvin the Martian once again in *Daffy Duck* for the Game Boy. Marvin the Martian wants to destroy the Earth because it blocks his view of Venus. So Duck Dodgers, with his trusty ACME pistol and jet pack, sets out for Mars to keep Marvin from zapping the Earth with that notorious P-38 Space Modulator.

The confrontation between Duck Dodgers and Marvin the Martian spans four levels, from the surface of Mars to the Martian's secret lab. The animation is based on the original animation from the Looney Tunes cartoon, *Duck Dodgers in the 24th 1/2 Century*.

















#### Taz-Mania

SUNSOFT

For the Game Boy

#### Available: First Quarter 1994

The Tasmanian devil, Taz, has escaped from the ACME Zoo. And he definitely doesn't want to go back. So he's looking for a new home, whilst being chased by the zookeepers. In order to escape, you've got to get Taz across five creepy islands. That means maneuvering through traps set by hunters and clobbering whomever gets in your way (sea monsters, for instance). That's not too hard for this guy. He runs at very high speeds, whirls, climbs ropes—he's a regular hellion.

On each island Taz meets up with a new adventure: Easter Island, Christmas Island, Fantasy Island, Dark Island, and DoDo Island. Scenery includes volcanoes that are about to blow, running rivers, moving clouds. Check it out.

#### The Death of Superman

SUNSOFT

For the SNES

#### Available: March 1994

The video game, *The Death of Superman*, is based on DC Comics' *Doomsday* and *Reign of the Supermen* comic book series. The game starts with the death of Superman by Doomsday, and that's where the four characters, all claiming to be Superman, come in (just like the comic book). The real Superman reveals himself at the end and battles it out with the evil "Cyborg."

The first part of the game portrays Superman's fight against Doomsday. Before each level, a cartoon explains the action to take place. There are ten levels in all. By the end of the game, the real Superman will have to destroy the Cyborg in order to save Metropolis. Plus the player gets to take control of all the different Supermen in this pretty lengthy action game.







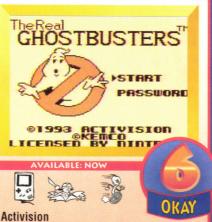




Phone: (408) 745-2000

There was a mixed reaction amongst the staff as to the perception of this game. The biggest complaint being that there wasn't enough, if any, multilayered scrolling. We thought that it was an interesting hybrid of a shooter and an Asteroid-type game.





Phone: (310) 207-4500

This action/adventure spin-off on *The Ghostbusters* is based on the animated cartoon series. There are over 50 levels that you must explore, each containing a variety of hidden keys and secret passages.





American Laser Games Phone: (505) 880-1718

Based on the original arcade version that was introduced back in 1990, this 3DO version has all the elements of the arcade. The only problem is that the original game was designed to be used with a light gun and it isn't as much fun without it.





Turbo Technologies Inc. Phone: (310) 641-4622

Other than the graphics and sound, the biggest highlight of *Beyond Shadowgate* is the variety of game play. Sometimes you have to fight your way out of a situation, and other times you can use a magic object or tool to help you.





Syd Mead's Terraforming adds to a genre already cramped with more titles than gamers need or want. Its strongest point is its blisteringly fast action, but, unless you like extremely difficult games, we are not sure this truly has the right stuff.



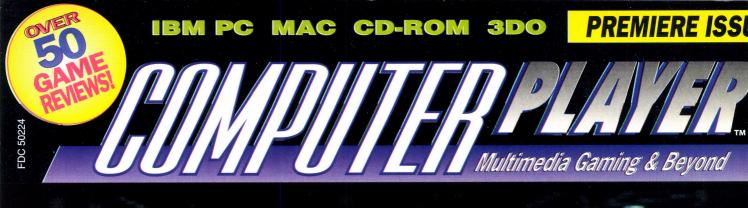




Virgin Games Phone: (800) VRGIN07

This Night Trap is three-fourths campy horror flick and one-fourth video game. If you can deal with that, you'll have tons of fun. Otherwise, you'll absolutely hate it. In any case, you might as well play it now before Congress decides to ban it!





# THE LAWNMOWER MAN MOVIES MEET MULTIMEDIA

Steven Spielberg's THE DIG



SPECIAL SECTION
War Games Buyer's Guide



(SAMPLE COVER)

PLUS EXCLUSIVE GAME STRATEGIES FOR Syndica

# 934WH3

(SNK FOR THE NEO-GEO)

Feast your eyes on these early screen shots from the sequel to the classic *Art of Fighting*! Yuri is not the damsel in distress anymore—now she's a new fighter ready for action. New characters include Takuma, Eiji, Temjin, plus the original eight characters. The zoom feature of the first game is back, and the fighters are even larger on-screen. Will *Art of Fighting 2* include a top secret "magic move"? Stay tuned to *VideoGames* for what's sure to be a hot fighting game this summer!













#### Time Trax

T-HO

For the SNES

#### AVAILABLE: MARCH 1994

You've seen the TV show, right? Now play the video game. You're the cop of the future, Darien Lambert, who has traveled back in time to catch felons who've escaped from the 22nd century. You're after Mordecai Sahmbi (nice name) and his cronies because old Mordecai is using his T.R.A.X. (Trans time Research And eXperimentation) time machine to help criminals from 2193 travel to the past, where there are no records of their crimes. Pretty crafty. With the help of the criminals he transports, he's going to change history and gain control of the future. So you track him down and beat him like the dog he is. Basically.



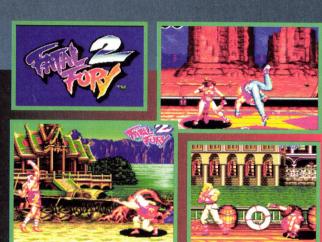














For the SNES

#### AVAILABLE: MARCH 1994

Look out! Terry and Andy Bogart and Joe Higashi have been invited to another "King of the Fighters" tournament. This time they've got new moves and a new motive.

There are bonus stages too. You'll enter the bonus stages after you defeat your fourth and eighth opponents. In the bonus stages, you've got to destroy a bunch of falling pillars, and if you destroy enough of them in the allotted time, you progress to other bonus stages! Enough about bonus stages.

The two-line battle system appears in *Fatal Fury 2*, just as it did in the first game, so you can still switch lines to defeat your opponent. Plus, my favorite *Fatal Fury* character appears once again: Mai Shiranui.





#### Skitchin'!

ELECTRONIC ARTS
For the Genesis

#### AVAILABLE: SPRING 1994

It's a racing sort of game, but it's a racing game on roller blades. Keep an eye out for other roller bladers, trash cans in the middle of the road, and stuff like oil slicks. Try to catch some air off the ramps, but it ain't that easy.

You can even grab onto cars and bikes that go by. They'll get you where you want to go a lot faster, but just make sure they don't run you over! Except that it is pretty funny to watch these roller bladers fall on their butts and roll around on the asphalt. Watch out for other roller bladers because they're out for you. But don't forget you've also got weapons like slingshots—so use them.









#### Citadel

ELECTRO BRAIN
For the SNES

#### AVAILABLE: APRIL 1994

Developed in the U.K. by Argonaut Software—co-developer of Nintendo's Star Fox and the Super FX chip—Citadel is described as a 3-D shoot-'em-up. (It's supposed to be really fast!) It's the first third-party SNES title to include the Super FX chip.

The basic format is platform levels, sidescroll action and vehicle simulations with three training levels and six game levels that progressively increase in difficulty. Each level has its own enemies and surroundings.

You're in control of a "giant multi-configurable cyborg robot"—the "Battle System." This is the story: Barbarians from the Aki-Do galaxy have seized control of the capital city, Trantor, and hidden the artificial intelligence that rules your home world throughout planets within their own galaxy. You've got to recover the Al core. You're also able to transform into a sonic jet, a land burner, a walker or a hard shell to accommodate the various terrains on each planet. Use rockets, cannons, homing missiles and decoy missiles to evade and/or destroy stuff like bionic crabs and centipedes.















#### The Pirates of Dark Water

SUNSOFT
For the SNES and Genesis

#### AVAILABLE: FEBRUARY 1994

An 8-meg cart for both the SNES and Genesis based on the Hanna-Barbera cartoon, *The Pirates of Dark Water* is a platform game that provides you with swords, magic, daggers and martial arts savoir faire.

The SNES version is a simultaneous two-player game with eight levels, and it features the three protagonists, Ren, Tula and loz. They're looking for the 13 treasures necessary to destroy the "Dark Water." But they've got to watch out for the evil pirate Bloth, who also wants the Dark Water to rule the world. Each level features a different type of game play—just walking around, hand-to-hand combat or flying or shooting combat. Each level also features a different territory, like caves, jungles, desert town and Bloth's pirate ship itself.

The Genesis version has the same sort of story line, but it's a one-player, fighting platform game; and the pirate theme seems really cool. But I hate the word "swashbuckler."

VIDEO CAMES





PRICE: N/A

AVAILABLE: NOW

DIFFICULTY: MEDIUM

COMPANY:

CAPCOM

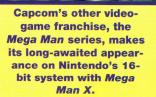
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SUNNYVALE, CA 94086

PHONE: (408) 774-0500

hile every other major 8-bit game series long ago made the jump to 16-bit—Super Mario Bros., The Legend of Zelda, Castlevania, Contra and the Teenage Mutant Ninja Turtles, to name a bunch—poor old Mega Man has been languishing in the 8-bit world. At long last, Capcom brings Mega Man into the 16-bit realm with









Mega Man X, and it's a very exceptional debut.

Mega Man X doesn't stray far from the formula laid out by the 8-bit installments. The only major change is that Mega Man's longtime nemesis, Dr. Wily, has been replaced by the evil Sigma, a renegade Reploid with a grudge against the human race. I have to admit I miss Wilv—he was pretty cool for an insane old fart-but I'm sure I'll get used to













cram lots of info into these sim-ple picto-graphs.











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The VIDEOGAMES STAFF levels their own OPINION with the EDITORS' RAT-INGS.

Is it really worth the money? Check out











Sigma after three or four more sequels.

Sigma's attack force is made up of eight boss robots. each of which inhabits its own stage. The Chill Penguin stage, for example, is filled with ice and snow, while the Sting Chameleon stage is teeming with trees and bushes. Once all of the boss robots have been defeated, you have to journey through four stages of Sigma's fortress before the final showdown.

The game play is pure platform action, with a twist: After you defeat each boss robot. you gain his weapon and can use it against other bosses and enemies. The main challenge in Mega Man X is figuring out which weapon works best against each boss. This ability to gain new powers is what distinguished the original Mega Man way back in 1986, and it's what makes Mega Man X so unique in 1994.

Mega Man X's only flaw is the same problem that every other Mega Man game has had: It's too easy. The only enemy I had any trouble at all with was Sigma, and he went down after about a half-dozen attempts. Anyone (like myself) who is familiar with previous Mega Mans will sail through this title in an evening, and, for that reason, I would humbly suggest that you rent first and buy later.









Hey, you want to know what I'd really like to see? (What do you mean, "no"?) I want a Super NES cartridge with all the 8-bit NES Mega Man games on it, similar to Nintendo's brilliant Super Mario All-Stars. Imagine how much game play there'd be in that cartridge. Imagine how cool it would be to play all of those classics again. It makes me feel warm and tingly just thinking about it...

-Zach Meston



The visuals aren't quite as spectacular as I was expecting-especially the backgrounds, which seem like they could've been much more vivid. But they're still very good, particularly the animation of Mega Man and the various hosses.

#### SOUND/MUSIC

The music is decent and the sound effects are very...effective. I especially like the sounds of the various weapons.

#### PLAYABILITY

The way Mega Man jumps is a bit funky, and slowdown rears its ugly head once in awhile. Otherwise, the game play is golden. I particularly like being able to switch between different weapons with the L and R buttons.

#### **EDITORS' RATINGS**

ANIKE OF CHRIS

BANG 帮 BUCK

#### THE LOWDOWN

Mega Man X is a little too easy, but it's also tremendous fun, and there are enough secret items to keep you playing for quite awhile. It's a great start to what will undoubtedly be a long line of Mega Man games for the SNES. (What's next in the series, I wonder? Mega Man XXX: After Hours?)







GAME V



PRICE: \$59.95 AVAILABLE: JANUARY DIFFICULTY: MEDIUM COMPANY:

EXTREME ENTERTAINMENT A DIVISION OF ABSOLUTE ENT. 10 MOUNTAINVIEW ROAD **UPPER SADDLE RIVER, NJ 07458** PHONE: (201) 818-4800

GRAPHICS

Considering that it's only a 4meg cartridge, Choplifter III earns a thumbs-up in the graphics department by virtue of its glowing backgrounds and nicely animated soldiers.

#### SOUND/MUSIC

Good helicopter and explosion sounds abound, though the constant pop-pop-pop of your main weapon may bug you after awhile. Decent music, too-an overall solid soundtrack.

#### PLAYABILITY

The use of the L and R buttons to turn the copter was a stroke of genius; it makes the game even more playable than any previous version of Choplifter.

#### **EDITORS' RATINGS**

MIKE SETTY SETTY SETTY



BANG 帮 BUCK

#### THE LOWDOWN

If you're looking for a game that's radically different from the original Choplifter, you won't find it here. What you will find is a respectably entertaining helicopter rescue game with occasional flashes of brilliance. Not much replay value. but it's a lot of fun while it lasts.

an Gorlin's Choplifter, released by Brøderbund for the Apple II home computer in 1982, is a rare example of a video game that has stood the test of time and thrived on many different platforms. It was also one of the first computer games to be converted

to an arcade game; how many designers can make that claim?

This Super NES adaptation doesn't stray too far from the basics laid down by the



Fans of Jungle Strike and AH-3 ThunderStrike can rediscover their roots in Choplifter III.

09 🛣 20 🚺 00

original. At the controls of a heavily armed attack helicopter, you must fly around and rescue hostages by landing to pick them up and bringing them back to a base station. To complicate matters, you're up against a full army of guerrilla terrorists with more firepower than you can shake a stick at: Cannons. tanks, heat-seeking missiles and parachuting snipers will swarm all over you like flies on fertilizer.

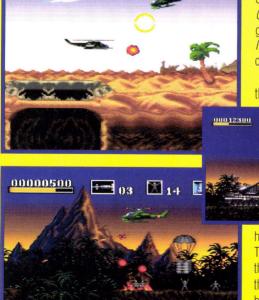
The game's play control is outstanding. I would like to have seen a few areas in which the player would be required to maneuver the chopper through tight spaces and narrow tunnels, much like the maze of caverns in Synapse Software's Fort Apocalypse, a Choplifter contemporary. There are a few underground scenes in the second mission of Choplifter III, but the ceilings are far too high to give you the claustrophobic feeling I was looking for.

Aside from this minor complaint, the only thing that surprised me was the fact that—after all these

> vears—no attempt has been made to introduce a sense of reality into a Choplifter game. It really doesn't make sense that you can fire a blast of napalm at a building and leave the hostages un-

harmed, while the guys with guns fall over and die. The power-ups are strangely conspicuous, too: they fall from the sky on tiny parachutes, right in the middle of a blazing war zone. Of course, you'd be messing with a successful formula if you tried to change some of these features, and Choplifter /// works fine with the original recipe.

-Chris Bieniek





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## SUPER LHASEH.U.

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#### CHASE HQ RUNS DOWN CRIME!

Put your Super NES on wheels with Taito's turbo-driven CHASE HQ! In an undercover sports car, you'll race through cities and mountains in pursuit of suspects. Shift your reflexes into overdrive to dodge through traffic and around obstacles as you catch up with the fleeing vehicle. Force the criminals over or smash their car to a standstill - in this game, you choose the method of justice!

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- Five Different Rounds!
- Windshield Screen View!



Also available for Game Boy.

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PRICE: \$59.99

**AVAILABLE: FEBRUARY 1994** 

DIFFICULTY: MEDIUM

COMPANY:

ABSOLUTE ENTERTAINMENT 10 MOUNTAINMEWRD, SUITE 300 UPPER SADDLE RIVER, NJ 07458

PHONE: (201) 818-4800

hate realistic flight simulators. I invariably crash because I'm paying too much attention to shooting down the enemy and not enough to the instruments. Even more frustrating is successfully completing a mission and then failing to land properly. That just irks the crap outta me!

Well, Turn and Burn: No-Fly Zone alleviates all these frustra-



You'll fight against a variety of beautiful skyscapes.



Doing a loop will make your stomach do flip-flops.

tions and is surprisingly easy to master. Plus, the fun of blowing up the enemy is there in all its glory.

Turn and Burn has a practice mode that allows you to try landing over and over. I suggest you use it. Heck, if I can master it, anybody can.

The missions themselves start out fairly

easy-shoot down three MIGs in enemy territory. Sounds simple enough. This allows you to

try out all your weapons and targeting devices. Later on, as the missions get toughershoot down ten MIGS. with submarines shooting missiles at you, then destroy enemy target you may consider learning what those instruments are telling you. You know, stuff like the altimeter, radar...all that techno-babble.

All in all, Turn and Burn will make you appreciate jet fighter pilots as you enjoy the action without the risk. You'll be glad it's just a game, the simulation is that good.

-Chris Gore



#### GRAPHICS

Unbelievably beautiful graphics of skylines at night. during sunset and way up in the clouds add variety to the game play. Full-motion video of exploding planes and targets complements each satisfying kill.

#### SOUND/MUSIC

The sound will blow you out of your seat with realistic effects (well, real enough to someone who's never flown a let). The suspenseful music reaches a crescendo during the surprise appearance of opponents, which intensifies each dogfight.

#### PLAYABILITY

The controls are easy to learn, unlike most realistic aircraft shooters that get bogged down in bothersome technobabble with things like "airspeed" and "altitude." However, learning to use the radar and flight controls does increase your chances of actually completing Tum and Bum's more difficult missions.

#### **EDITORS' RATINGS**

MIKE 99 CHRIS 88 SIKOS

BANG 照 BUCK

#### THE LOWDOWN

Turn and Burn: No-Fly Zone is an intense flight simulator and an awesome shooter. (And I never use the word awesome.) When you check it out, make sure to strap in for a load of twists, turns and stomach flip-flops.



Use the L and R buttons to get a rear view from the cockpit. Watch out for the enemy!



Landing is still my least favorite part of flight simulators.

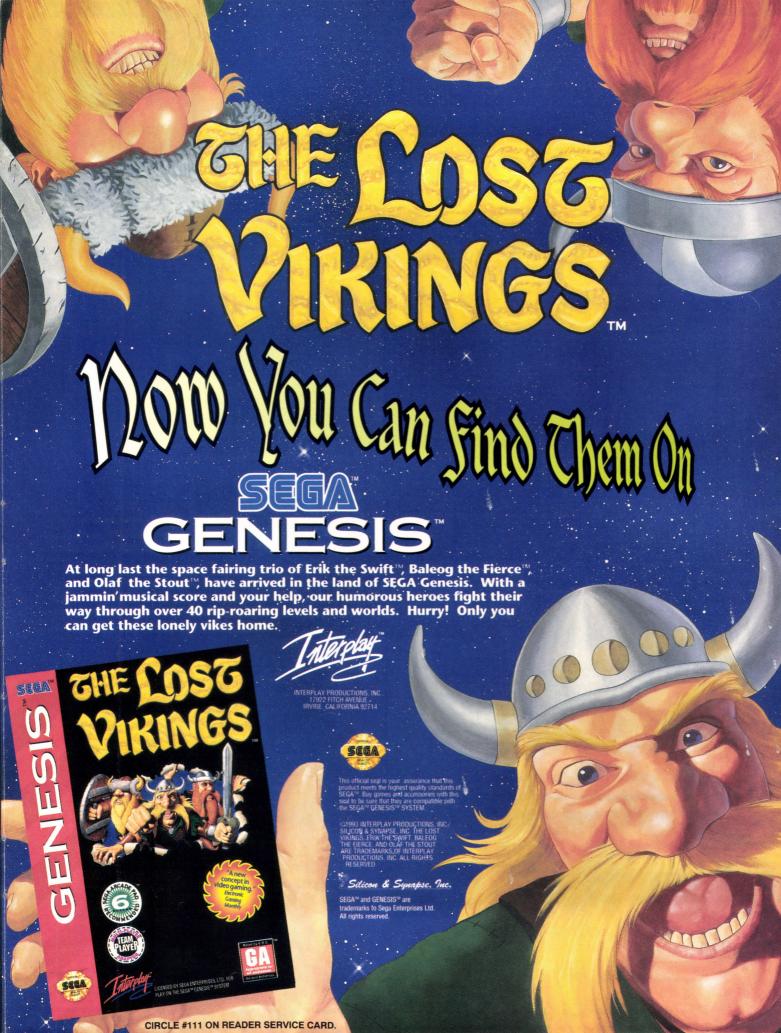


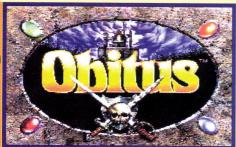
Full-motion video is your reward for each satisfying kill.





10





GAME



n creating *Obitus*, the designers at Psygnosis (creators of the game)

must have started with a

checklist of everything

they would like to see in

an action/RPG. It's got it

all: mondo weapons:

magic; slick, smooth-

scrolling, first-person

movement; real-time combat; side-scrolling,

run-and-jump areas:

labyrinthine castles; cata-

right? Not when all of

those great features are

given the short end of the

stick. Sure, you've got

dozens of items, but you've also got an in-

credibly clumsy menuing

system to use with them.

Sure, you've got running

and jumping areas, but

each one is on a rapidly

ticking timer that gives

you no chance to ex-

plore. Sure, there are

dozens of characters, but no way to control how

you interact with them.

Combat consists of

repeatedly shooting or throwing a weapon; there's no defense and no variety in the offense.

There's no way to examine

Sounds like a hit,

combs and caverns.















your surroundings. The game is characterless: None of the creatures you meet nor any of the experiences you have are very interesting.

Obitus may best be suited to the truly anal-retentive RPG fan. While you're busy searching for keys, books and characters, you have the neverending tasks of foraging for food, weapons, light sources (all of which must constantly be replenished) and safe places to sleep. Lots of work to do; not much of the fun stuff.

—Josh Mandel



#### GRAPHICS

The smooth scrolling during the first-person sequences is excellent...in fact, it's the best thing about the game. But the palette is awful. Everything looks washed out and 16-color, except for the animated player himself, which looks like it was rendered in *four* colors.

#### SOUND/MUSIC

Some good atmospheric sounds and music (particularly in the wooded areas). Unfortunately, every time you get hit—which is frequently—there's this silly, wimpy digitized voice saying, "Hey!" with an expression that barely approaches mild annoyance. It gets old quickly.

#### PLAYABILITY

The side-scrolling areas are a chore because your stamina inexplicably begins to drain rapidly as soon as you enter, so you have to rush in and out or die within minutes. Control throughout is sloppy, and there's only one saved-game slot, a major handicap in a game of this size.

#### **EDITORS' RATINGS**

AIRE CHRIS CHRIS

#### **BANG** 解 BUCK

#### THE LOWDOWN

Bullet-Proof needed to stand over Psygnosis' shoulder and make sure Obitus was functional and exciting. Psygnosis turns out megahits like Lemmings, but it also keeps producing unbalanced, underdeveloped games like Shadow of the Beast and now Obitus. Somebody, please send these people a sense of their own limitations—and hurry, before they reproduce again.





PRICE: N/A AVAILABLE: NOW DIFFICULTY: MEDIUM COMPANY: JALECO 685 CHADDICK DRIVE WHEELING, IL 60090 PHONE: (708) 215-1811

f Double Dragon's influence over emerging video games were a country, it'd be China! And let me tell you—a billion people can be wrong. The Peace Keepers is another illegitimate child of this videogame monster, and, basically, is a chip off the old Double Dragon block. In The Peace Keepers, you play any one of four characters.

Flynn, Echo, Al or Prokop, as you bash your way through a

Hack and slash your way to victory! You know what they say-you've gotta fight for peace!







bevy of bad-quy types on your way to saving your helpless girlfriend, who is being held by some gang of "young-women kidnappers." (Honestly, this kidnapping females thing in video games is reaching epidemic levels.) Oh puhleeeze! Let's come up with a new twist, shall we? How about making a world famous pop star evil character who steals young boys instead of women. Ummm, maybe not....

And no game would be complete without all that "witty dialogue between characters" that Peace Keepers boasts. Hey, maybe it was witty in another language, but the translation is so substandard that it might as well have been written by Rain Man. On the few occasions when you can understand the evil little messages, you realize that they may not have been so much written as smeared into the program of the game. It might be a minor point, but, if Jaleco is going to go to the trouble of actually writing "witty messages" into the game, it might want to look into getting someone at least semiliterate to do it.

> In spite of moronic messages and a general lack of originality, there are advantages to Peace Keepers. Besides being a Double Dragon knockoff, this game also contains elements of Street Fightertype games. While you have a full range of secret moves, you aren't limited to a single screen for your

fisticuffs; rather, you scroll across the screen in a linear, storylike fashion—yet not entirely linear, either. Peace Keepers features a mazelike structure that allows for some interesting variation from game to game, but it may not be enough to overcome the general malaise and ennui that accompany a video game that is as derivative as this one.

—Kevin Burke



#### GRAPHICS

Not bad visually, but the adversaries aren't as explosive-looking as they could be, and the game does not take full advantage of the SNES's technology-which is no worse than most of the other SNES games, but still seems fair to point out.

#### SOUND/MUSIC

Those Peace Keepers must be doing their job, because the sound in this game isn't just peaceful, it's downright sedated. Whatever the music is, it isn't very memorable, and it won't be the highlight of your gaming experience.

#### PLAYABILITY

The action in The Peace Keepers is generally pretty cool, but there are a few problems in the way the characters line up when you're smacking each other in the head. A quick secret move. however, will generally waste your foes on all sides.

#### **EDITORS' RATINGS**

MIKE CORE

#### **BANG**帮BUCK

#### THE LOWDO

More inexperienced video-gaming types might find hours of enjoyment playing The Peace Keepers, but the more jaded among you may find it too similar to a number of other games and find precious little that interests you.

# THE LAWNMOWER

PRICE: \$39.95

AVAILABLE: NOW DIFFICULTY: EASY COMPANY: THE SALES CURVE DISTRIBUTED BY T.HQ, INC. 5000 N. PARKWAY CALABASAS CALABASAS, CA 91302 PHONE: (818) 591-1310

While it's not an exact duplicate, most of the origi-

nal game's features are intact. The side-view, run-

and-shoot scenes are here, as are the "Cyber Tube."

the driving sequence (a sideways Spy Hunter), the

sequential puzzles, the digitized-photo intermissions.

Aside from the color, the only thing I really

missed was the pair of floating hands in the

it's too hard to make certain high jumps in

the platform stages; but even there, the de-

signers have tried to simplify the process

by drawing everything but the screen's

most essential elements in the Game Boy's

palest shades. The game is also a lot

shorter than the Super NES Lawnmower

Man, and it seems much easier, too—par-

ticularly the Virtual World sequences.

which some folks may consider to be even more enjoyable on the Game Boy because

The consensus on both versions of

the game seems to be the same: The film

The Lawnmower Man was not a particu-

larly good one, and it didn't deserve to

—Chris Bieniek

have such a great game based on it!

they're less frustrating.

If I had to pick on a flaw, I'd argue that

"virtual" scenes: otherwise, it's a stunner!

he stunning Lawnmower Man SNES cartridge was a huge surprise to nearly everyone. Its developer, the U.K.-based Sales Curve. was known in these parts only for a pair of mildly successful efforts: Sunsoft's Firepower 2000 and Seika's Troddlers. Who would have thought that

these guys would deliver one of the finest games of 1993-or that it would be a title distributed by T.HQ?

Folks, get ready for an encore. You're never going to believe this, but The Lawnmower Man lights up the Game Boy with the same imaginative design and varied play mechanics as its 16-bit counterpart.











The Doomplayer looks like a Steve Ditko character from a 1960s Dr. Strange comic.



The characters are a bit too tall and rough-looking during the platform stages, but the first-person stuff is excellent-particularly the Cyber Tube, which has a very dramatic, gut-wrenching feel.

#### SOUND/MUSIC

While I would have preferred a more subtle soundtrack, subtlety is not really the Game Boy's strong suit. I did like the accelerating theme music in the Virtual World. though.

#### PLAYABILITY

I swear, if I hear the term "virtual reality" one more time, I'm gonna throw up! Unfortunately, this game is so damn playable and entertaining that I can almost forgive the inevitable VR tag.

#### **EDITORS' RATINGS**

MIKE 88 KETTY 11KOS

#### BANG 帮 BUCK

#### THE LOWDOWN

Making The Lawnmower Man a portable game hasn't diminished its appeal or play value at all. This puppy pushes the Game Boy to the limit! Hey, Sales Curve: This would make a killer Game Gear or Lynx title....





PRICE: N/A

AVAILABLE: NOW

**DIFFICULTY: EASY** 

COMPANY:

ACTIVISION

11440 SAN VICENTE BLVD., SUITE 300 LOS ANGELES, CA 90049

PHONE: (310) 207-4500

f you have some difficulty distinguishing X-Kaliber 2097 from any number of horizontalmovement, kill-'em-all action games, you won't be alone, nor will you be wrong, because Activision's latest offering is largely like all the rest. Of course, there are a few notable, but not entirely pleasing differences, including music tracks by a techno-garbage group and a reasonably cool head-to-head option.

But before we get into the messy particulars, a general overview of X-Kaliber is in order. You'll walk, run and jump your way through various scrolling stages, indiscriminately slashing everything in your path with your mighty sigh—sword. But not just any blade, no sir, this isn't even an average medieval sword in a stone; this





neo-Arthurian oversized kitchen knife is actually a super-futuristic interdimensional spastic compu-villain killer. Thank god no innocent bystanders walk the streets in this SNES cyberworld, because they would have been long since eliminated by the bonecrunching psycho that is your character.

But, as many characters as you destroy, the action is not at a frenzied pace; rather, it is slow to the

Check out the head-to-head competition that pits you against the bosses!





point of being boring, and almost feels like the game is underwater. And, while the boss-type characters are challenging enough to hold your attention, they are one of the only bright spots in an otherwise featureless landscape.

If you buy or rent X-Kaliber, your best bet is to skip the story-line-driven game and go directly to the head-to-head competition that pits you against the boss characters. It's less convoluted and enough fun to make you forget the failures of the game.

—Kevin Burke



#### GRAPHICS

The images are standard for this type of futuristic scrolling game and will not impress even the most inexperienced video gamer. There are a few interesting moments in the title screen that promise more than the game delivers, ultimately leaving you unsatisfied.

#### SOUND/MUSIC

For a game that boasts "five hot tracks performed by emerging techno-rock group Psykosonic," the sound to X-Kaliber leaves much to be desired. Let's face it, any band that is "emerging" into video-game soundtracks probably won't be showing up on any Billboard charts in the near future.

#### PLAYABILITY

X-Kaliber is often too slow to match your reflexes and thoughts, and it will leave you a step ahead of the action but will prevent you from being in full control of it. Your character never matches up to your expectations of speed and maneuverability and leaves your butt hanging in the wind if you get at all careless.

#### **EDITORS' RATINGS**

AIKOS

#### BANG AR BUCK

#### THE LOWDOWN

Except for the head-to-head action, X-Kaliber is best left to the occasional rental just to see for your own self if you have any interest whatsoever in purchasing a copy. The sound/graphics are bland and characterless and the action is slower than molasses, so you'd better save your parents' pocket change for something special.

PRICE: \$59.95



AVAILABLE: NOW

**DIFFICULTY: EASY** 

COMPANY: SIERRA

P.O. BOX 600 COARSEGOLD, CA 93614

**PHONE:** (800) SIERRA-5

ou're the pilot of a powerful spacecraft called the Raven, which is the last line of defense between Earth and the forces of the Draxon Empire. Your goal is to battle through each of Arctura's five moons and to eventually destroy Arctura

itself. (Five moons + one planet = six levels in all.) Each of Arctura's moons has an extremely goofy name and a unique terrain. Xarz Voor. for example, is a barren, rocky world, while Nibor Fren is an icy world where the Raven slips and slides. (An ice level in something other than a platform game? I'm in shock!) Each moon is also covered with objects called Moon Crystals. Your goal is to collect all the Moon Crystals so that you can fight the Guardian of the moon. Defeat the Guardian and it's off to the next moon for

The Raven is armed with three weapons. The cannon fires slowly, but is more powerful than the laser; the laser fires quickly, but isn't as strong as the cannon; and the Fat Boy is a smart bomb that blows up all nearby enemies. There are Power-Ups scattered around the surface of each moon that you

drive over to improve your weapons—making the cannon more powerful, making the laser beam zigzag instead of firing straight ahead, and so forth.

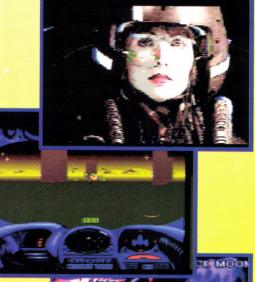
more wacky shooting fun.

Stellar-Fire's most unique feature—the polygon graphics used to render all of the objects in the game—is also its biggest weakness. The graphics are drawn with a limited palette (which was, according to lead programmer Rhett

Anderson, necessary to keep the frame rate at a tolerable speed) and just don't have the pizazz most players expect from Sega CD games (especially after the outstanding visuals in Silpheed and Thunderhawk).

Don't let Stellar-Fire's less-than-spectacular visuals turn you off, though. Its strength is in its game play, which seems very basic at first and grows more complicated with each new level. Rhett himself says that the game doesn't really get going until you reach the ice moon Nibor Fren, and he's right. From that point on, Stellar-Fire reaches heights that few shooters dream of.

-Zach Meston







**Decimate the forces of the Draxon Empire** and shake your booty to the awesome CD soundtracks of Stellar-Fire.



Stellar-Fire's polygon graphics are good, especially considering the wimpy Sega CD hardware. but they certainly won't blow you away. You'll really be blown away by the intro sequence, which is even better than the intro for the 3DO game Stellar 7: Draxon's Revenge. No lie.

#### SOUND/MUSIC

The sound effects are sparse and simple (with the exception of the over-the-top explosion when your ship blows up), but the intense. hard-rock soundtracks more than make up for it. (I just have this thing for loud music and guitar solos.)

#### PLAYABILITY

This may seem like a game where you just drive around and shoot things, but there's more to it than that, as you'll find out when you reach the deviously designed later levels. There's also plenty of challenge to be had, even on the easiest difficulty setting.

#### **EDITORS' RATINGS**

MIKE 88 CHRIS 7

BANG 帮 BUCK

#### THE LOWDOWN

After having your eyes grabbed by Stellar-Fire's intro sequence, you might be disappointed with the plain-Jane appearance of the actual game. Don't be. Just play for a few hours and you'll soon find yourself pathetically addicted. This is the cream of a bountiful Sega CD crop.







PRICE: N/A

AVAILABLE: NOW

DIFFICULTY: HARD

COMPANY:

KONAMI INC.

900 DEERFIELD PARKWAY

BUFFALO GROVE, IL 60089

PHONE: (708) 215-5100

'm plenty familiar with Konami's *Castlevania*, having played all three NES games (*Castlevania III* was my favorite because of the variety of characters, but *Castlevania II* was also bitchin') and the lone Super NES game. Now I've played the first version for the Genesis, *Castlevania Bloodlines*. So what's my opinion of it? If I were a *Die Hard Game Fan* reviewer, I'd say, "This game reelly empressed mee."

The story line goes a little something like this: In the early 19th century, a witch named Dorothea Swentes resurrects a vampire named Elizabeth Bartley, who, in turn, resurrects her dear Uncle Dracula. You take on the role of the whip-cracking John Morris or the spear-wielding Eric Lecarde, two vampire killers on a mission to send Drac and Liz back into the pits of Hell. (Yikes!)

The game play is very basic and exactly like previous *Castlevania*s: You walk to the right (or climb up or down the screen in a few stages) while using your weapon to kill bad guys and hit burning candles, which contain items and powerups. There are also several walls in each stage that can be broken open to reveal hidden items.

Which leads to one of my two major beefs with *Bloodlines*. In previous *Castlevania* games, you didn't know which walls had items inside, so you had to search for them by using your whip on every wall in sight. In *Bloodlines*, walls with items have visible cracks that make them stand out. This is a silly design decision—searching for hidden stuff is fun and it rewards the patient player, whereas any doofus can see a cracked wall and break it open.

My other gripe is that the game play is *too* closely based on the original *Castlevania* and not as varied as the later games. *Castlevania III*, with

its trio of characters and its multiple game paths, is still my favorite in the series, and I was hoping *Blood-lines* would be a little closer to that. Then again, maybe Konami wants to start with a basic game and then make the sequels more complex. Whatever. Just have lots of fun playing *Bloodlines* and let ME worry about Konami's marketing strategies.

—Zach Meston



Drac's back for the umpteenth time in Castlevania Bloodlines, the first Castlevania title for the Sega Genesis.









#### GRAPHICS

There's more gore in Bloodlines than other Castlevanias, but nothing really disgusting (sigh). The animation is very good throughout, and the bosses are very cool, but the main character sprite is painfully small.

#### SOUND/MUSIC

There are some very good tunes here, particularly a remix version of the theme music from the original NES *Castlevania*; hearing it brought back fond memories of my carefree 8-bit days. There are also a mindnumbing 168 sound effects. (I know that 'cause that's how many there are in the sound test.)

#### PLAYABILITY

Imprecise jumping has always been my only real complaint about *Castlevania*, and it also applies to *Bloodlines*, I don't like feeling so out of control every time my character leaps into the air. Everything else about the game play is just nifty.

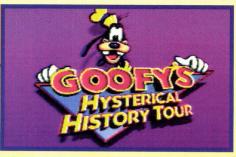
#### **EDITORS' RATINGS**

ANKE WIKOS NIKOS

BANG PR BUCK

#### THE LOWDOWN

Castlevania Bloodlines is a fine addition to the Castlevania series, even if the game play isn't quite as varied as in previous games. It's tough enough so that you won't blow through it in a day, and cool enough so that you'll want to blow through it in a day to see all the killer bosses.



oofy's Hysterical History Tour. Hysterical? Yes, someone must have been hysterical when coming up with the name for this game. Am I right, or am I right? Otherwise, nothing else really struck me as hysterical—but the way Goofy walks is cool. You know that funky saunter he's got? Kinda like a hooligan on butter.

I highly credit this to the game's animation. Actual Disney animators worked with the developers. Yeah, I know. So what? Anyway, Goofy's got this interesting attachment called the Extend-O-Hand. The Extend-O-Hand is a hand that stretches out in five different possible directions and picks up stuff that Goofy needs or gets him where he needs to go by allowing him to swing from spot to spot. I bet a lot of people would like to extend other parts of their bodies too, eh? And be able to move it in five different directions! This thing can also turn into his own personal little helicopter. Go on, Goofy.

The story that goes with the game is a waste of time, as far as I'm concerned. They usually are, aren't they? Goofy's working at the Ludwig von Drake History Museum as a janitor. The game takes place the night before the opening of four new exhibits. Goofy's always goofing up, and, if he doesn't get the job right this time and get this place cleaned up, he's canned. And the Extend-O-Hand will help him out by making his custodial duties a lot easier. But jealous janitor Pete is out to get Goofy.

So the whole game is a daydream kind of sequence that includes each of the four exhibits: The Prehistoric Exhibit, The Medieval Exhibit, The Colonial America Exhibit and The Wild West Exhibit. He daydreams himself through each exhibit and meets up with one of janitor Pete's ancestors in each one, like Caveman Pete, Sir Pete the Rotten-Hearted, Peg-Leg Pete and Gunslinger Pete.

Basically, you just jump around and either grab things or punch things with the trusty Extend-O-Hand. Some other cool stuff's goin' on too, though. Goofy will ride around on a wheel across a dinosaur's back or fly on top of a giant dragonfly or take a ride in a wagon train. But, really, nothing tremendously exciting.

The graphics are the best thing about this game. The animation is, of course, pretty darn good, and it's surprisingly colorful (especially for the Genesis). I like the fact that Goofy is so big. He takes up half the screen. Just kidding. I bet this is a pretty all right game for kids, but it didn't suit my tastes.

-Betty Hallock





Goofy extends Extend-O-Hand to protect himself from a weird, mushroom-type creature.



#### GRAPHICS

Goofy looks really good. He's a big guy, and it's kind of fun playing with a character that's that big. Although graphics and animation are very good, I didn't run across any really interesting looking characters. And Goofy himself is something we've all seen.

#### SOUND/MUSIC

The music for the most part is really boring, but the sound effects are all right. I like the way Goofy sounds when he's jumping around and when he uses his Extend-O-Hand.

#### PLAYABILITY

Solid controls make Goofy easy to maneuver. Plenty of methods with which to eliminate the enemies. The most challenging aspect of the game is probably trying not to fall off cliffs.

#### **EDITORS' RATINGS**

AIKE CHRIS CHRIS NIKOS

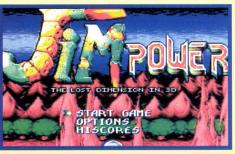
BANG 辯 BUCK

#### THE LOWDOWN

A good game because Goofy's kinda cool, but it's not going to get you bouncing off the walls. It's just not that exciting, nor is it much of a challenge. If anything, it's probably a great game if you're somewhere between the ages of four and seven.









he Super NES version of *Jim Power: The Lost Dimension in 3-D* was great for shock value; you could put it on and impress your friends with one of the coolest gimmicks ever attached to a video game. It wasn't the greatest game in terms of play value, but it caught a lot of people off guard with its brilliant colors and multiple layers of scrolling backgrounds.

Now the Genesis *Jim Power* has arrived. Though it's lacking the Mode 7 effects of the SNES version, it's an extremely impressive game in its own right. The 3-D glasses are pretty snazzy; the first thing you'll notice is that the 3-D is happening! It's much better than Howard Stern's *Butt Bongo Fiesta*.

The plot isn't very complicated when you first start out; just a lot of jumping early on in the "Forgotten Path" stage. One goal is to collect coins for points, but you'll also need to collect keys to open stone walls and advance through the game, where you'll face dangerous walking guards, flying

griffins and jumping dogs. Beware of any on-screen enemy; the slightest touch by any of these will result in instant electrocution and loss of life!

You can use smart bombs to charge yourself up as you jump over and walk through dangerous spots, but use 'em sparingly, since you only have six to work with. Here's a helpful hint for battling the long-necked monster in the first stage: Immediately after the area with the dripping oil, jump

down the last cliff, run to the middle of the screen to fish out your nemesis, then run back to the corner to crouch down and fire (don't forget to duck!).

The later levels are even more impressive; many of them are scrolling shooters like *Gradius* or *R-Type*, but with outrageously rich graphics. You'll face many other huge boss characters, too. There's one that nearly fills the screen in a stage that looks a lot like Sega's *Space Harrier*.

Unfortunately, it's a tough game and it doesn't allow you to continue from the exact spot where you lost your last life. After all of that hard work, back to the beginning you go! Hmph! Aside from the excellent graphics, *Jim Power* is a good test of nerves, patience and timing, so play with focused concentration—no distractions!

-William Howell



Dim the lights and grab your 3-D glasses— Jim Power has come to the Genesis.





#### GRAPHICS

The 3-D effects are stunning! To get really involved, hit the lights and watch the brilliant colors come to life on the screen. Great character design, even if the animation is a bit stiff in some spots. Even the "Game Over" screen and high score tables look great!

#### SOUND/MUSIC

There are 17 musical themes, some of which are reminiscent of Aliens sound bites—but, for the most part, it's pretty basic. I like the voice that tells you when you've picked up keys or one of the power-up items.

#### PLAYABILITY

The keys to success in *Jim Power* are a ready, steady thumb, lots of patience and the ability to time your jumps precisely...all while fighting the clock! The smart bombs help, giving you a two- or three-second breather.

#### **EDITORS' RATINGS**

CHRIS CHRIS NIKOS

BANG 帮 BUCK

#### THE LOWDOWN

Even without the 3-D glasses, Jim Power delivers arcade-quality graphics and special effects. With the glasses on...wow! I hope we'll be seeing more 3-D titles from Electro Brain (or any other licensee, for that matter). Try the 3-D glasses with some of your favorite cartridges; you'll be surprised at the effects that spring up in many side-scrolling action games.





#### VIDEOGAMES ATTACKS THE 1994 WINTER CES



WHO: Gore, Mike, Chris, Nikos, Betty, Zach, Jeff, Gregory, Josie and The Snitch.

WHAT: The 1994 International Winter Consumer Electronics

Show.

WHERE: Las Vegas, Nevada WHEN: January 6-9, 1994.

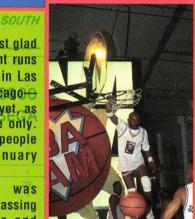
VHY: To exhibit and also to demonstrate new hardware and software for the electronics industry. Dealers, distributors and the media can find out what new products will be available over the next six months. The of course, is the section spotlighting video games.

HOW: Who knows? We're just glad we came back alive. The event runs twice a year; once in January in Las Vegas and again in June in Chicago but don't pack your bags just yet, as the CES is for the trade only.

An estimated 10,000 people attended the January

1994 CES.

VIDEO GAMES there in force, passing out magazines and announcing the impending premiere of our two new titles. COMPUTER PLAYER and Tips & Tricks. This special eight-page CES article is intended to give you an overview of what we saw at the show—and to give you an idea of how exhausting it is to spend four days on your feet playmost exciting part of the show, ing video games, many of which are at







Capcom's *Mega Man X* bash at the newly christened MGM Grand Hotel got the show off to a great start, easily qualifying as this year's best CES party. The abundant food, drink and music kept us smiling for hours, as did the models who dressed up as Chun-Li and Cammy from Super Street Fighter II and



posed for photos with the crowd. By the end of the evening, Capcom's overzealous Polaroid photographer was freely encouraging the female World Warriors to put their hands all over our editors. Equally amusing was the ice sculpture of Mega Man, whose hand melted into a vaguely obscene gesture as the room heated up. A good time was had by all; thanks, Joe!





#### Genesis CDX SEGA

One of the best pieces of new hardware at the Winter CES was the

new integrated portable Genesis and Sega CD. Weighing in at only 1.3 pounds, the unit can also be used as a portable CD player when games are not being played. The suggested retail price will be \$399.99, and it will hit the shelves in March.



#### Drop Zone GAME GEAR CODEMASTERS

Originally available as an arcade game, Drop Zone is a horizontally

shooting scroller with action similar to that of Defender. The game takes place in the 21st century, where robot wars have claimed many human lives. Your mission is to fly around on your jet pack and defend a group of scientists from swarms of incoming aliens.

#### The Incredible Hulk

GENESIS

U.S. GOLD

In conjunction with Marvel Comics, U.S. Gold has created a game based on the mutated comic superhero. This Genny



cart has 3-D multilayered scrolling, over 25 moves for The Hulk and several of the villains (e.g., Tyranus, Absorbing Man,

Rhino, etc.). The Incredible Hulk will be available in March.



#### **Excellent Dizzy**

GENESIS

CODEMASTERS

A triple-game, triple-genre cartridge from the gang that brought you Micro Machines and the



Game Genie. The three original games available in this cart are Dizzy the Adventurer! (action/adven-

ture), Go Dizzy Go! (arcade action) and Panic! Dizzy (puzzles). Excellent Dizzy is expected to hit the shelves at the end of April.



#### Tomcat Alley SEGA CD SEGA

This intense aerial combat game puts you in the cockpit of the

Navy's most lethal jet fighter, the F-14X Tomcat. The game uses a lot of very clean full-motion Tru-Video. The gamer is the Radar Intercept Officer, who is responsible for weapons and navigation.

Tomcat Alley is bound to be one of the best Sega CD titles of the year and is expected to go on sale in March.



GENESIS **EXTREME ENTERTAIN-**MENT

Based on the FASA role-playing board games, this one- or two-player game lets you take command



of a six-story Battle Mech. The player must make it through 25 missions and conquer the five fierce enemy clans. The two-player mode lets you go head-tohead against another player. BattleTech is expected to be available in the spring.

#### World Cup USA '94

GENESIS

U.S. GOLD

With the World Cup just around the corner this summer, we are starting to see a flood of cart soccer games, but U.S. Gold's version is the only one with the official license of the Cup. This game has the actual 24 teams that qualified and the nine stadiums that they will play in.





#### Heimdall SEGA CD JVC

This not-sounique roleplaying game has your typi-

cal warlords, wizards, thieves, elves, etc. Gamers must prove their Vikinghood by wrestling wild boars, rescuing feisty barmaids, casting magic spells and ultimately taking the gods' weapons. Sound familiar?

#### Star Wars: Rebel Assault SEGA CD

JVC

JVC's fourth video game Star Wars title to be introduced offers something different from the others. Players get to pilot four different spaceships, as in the PC version. There are digitized sequences from the

movie and 15 levels to get through. Rebel Assault will be avail-able in March.



hile shaking hands and schmoozing with industry figureheads, the VIDEOGAMES staff was treated to a candid conversation with one of the most revered designers in the history of video games on the third day of the CES. Look for our recap of this revealing Q&A session in an upcoming issue.

e also found time to make a pilgrimage to the site of Nikos & Josie's excellent adventure: Sega's Virtualand at the Luxor. (See the January Press Start for details.) An eight-man session in the Michael Jackson-less AS-1 simulator found our high-scoring Sports Desk editor, Jeff Tschiltsch, at the controls of the capsule. Proving that he knows more than just sports games, Jeff later managed a successful landing in the R-360 gyroscope after gunning down 20

ven in the hours after the show, our restless editors couldn't stay away from the local arcades each night, where we'd invariably run into such worthy opponents as Namco's James Goddard, GamePro's Matt Taylor and Jaleco's Joe Sislow. Joe's NBA JAM prowess is peerless!







#### Virtua **Hacing** GENESIS

SEGA

The long-awaited and much-rivaled arcade game will soon be available on the Genesis. Virtua Racing will use a new SVP (Sega Virtua Processor) microchip that will allow for high-speed polygon image manipulation. Unfortunately, the cartridge price will be high because of the new chip. Just how high? Try \$99.99; and it will be available in June.



#### Speed Racer

GENESIS ACCOLADE True to the cartoon characters' personalities; players

assume the role of the courageous teen driver. You get to drive the amazing Mach 5, or you can choose to drive as the mysterious Racer X behind the wheel of the Formula race car "The Shooting Star."

#### Shanghai II: Dragon's Eye

GENESIS ACTIVISION

This new Mah-Jongg simulation offers 13 tile layouts, oneor two-player competition and a tournament mode. The



game's objective remains the same the SNES version:

to match pairs of intricately detailed tiles, which can only be removed from the board when the tiles' exit route is revealed.



#### **Brett Hull** Hockey

GENESIS ACCOLADE

This slap-shot NHLPA simulation features choices of ex-

hibition game, an 11-game short season, 42game half season or an 84-game full season. The game also includes best of three, five and seven playoff series.



#### Rise of the Robots SEGA CD

JVC

You are cast as a half-man, half-

droid fighting machine (cyborg) and commissioned to destroy the most sophisticated army of opponents ever assembled. There is 360-degree character rotation, and you can fight any of the seven characters. Also, you can duke it out against another gamer in two-player mode.

#### BARKLEY: Shut Up and Jam!

GENESIS ACCOLADE

A unique sideline-view hoops cart that is a two-on-two jam simulation. Charles Barkley

interjects digitized commentary of his own throughout the course of the game. Shut Up and Jam! supports the fourplayer adapter leased in March.



available for the Genesis and will be re-

#### Beavis and Butt-Head

heh. America's two

GENESIS VIACOM Cool! Heh-heh, hehmost dysfunctional teenage boys get to star

in their very own game. The game is an adventure where the two youths go around exploring and interacting with their environment. A menu system lets players select dialogue such as "it sucks."

#### Hammer vs. Evil D. in Soulfire

SEGA CD

SEGA

Is it a make-your-own-music-video CD game? Is it an action game? Is it a fighting game? We'll tell you what it is: weird! There is little known about this Sega CD title other than it stars veteran music rappers Hammer and Evil D. This definitely is a very strange one



#### Star Trek: The Next Generation

GENESIS SEGA

Virtually identical to the SNES version and based on the television series. Players get to go on missions and can control all of the ship's operations, including engineering, transporter, navigation and sensors. The game plays more like an interactive episode than a video game.



#### **Mortal Kombat** SEGA CD ARENA

What!? More Mortal Kombat? The new CD version has more frames of animation, better sound effects and improved music. Also, the character profiles that are shown at the beginning of the game have the same full-motion video scenes as the arcade coin-op.



fter the Capcom party broke up. our grinning staff stumbled into RJ Mical, codesigner of 3DO, Lynx and Amiga hardware. After shamelessly proclaiming our love for his handiwork, we talked him into a group photo with the threat of a future interview in our Press Start section.



nly Josie missed our drunken encounter with RJ; the poor girl spent most of the show in her hotel room with a 103° temperature. Our editors were astounded to find that you can't buy a freakin' "get well soon" card anywhere in the MGM Grand Hotel, one of the world's largest resorts!

e spotted quite a few celebrities during our trip to Las Vegas, including Magic Johnson, Richard Dreyfuss, Sinbad and Kirk Cameron, who appears as the star of Crystal Dynamics' new 3DO epic, The Horde. The best star story, however, comes from Crystal Dynamics' Greg Mar-





# Stunt Race FX SNES NINTENDO

Nintendo has done

a lot of work on improving its Super FXchip racing game, which was unveiled as FX Trax to a lukewarm reception at the 1993 Summer CES. Currently titled Stunt Race FX, the game uses the second-generation Super FX RISC chip to animate polygons and texture-map objects. A one- or two-player contest that's expected to retail for \$59.95, Stunt Race FX was designed by Shigeru Miyamoto, the creator of Nintendo's super-popular Mario and Zelda series.



# The Shadow

OCEAN OF AMERICA The Shadow was originally the star

of a radio drama and comic book during the 1930s. This action/strategy game involves The Shadow in his struggle with the gangster Shiwan Kahn in a chase through New York's Times Square, China Town and Queens. Combining the mysterious power of the brain with the body-blasting power of a Colt 45, the game will be out in the third quarter of '94, following the release of a Shadow feature film this summer.





# **Radical Rex** SNES

ACTIVISION

Scheduled for a summer release, Rex is a skateboarding

dinosaur with the ability to breathe fire at his enemies. This 8-meg game has Rex looking for the dastardly daring Sethron, who has a plan to drive all of the dinosaurs to extinction. You control Rex as he skates through five worlds and ten play levels like a mad pyromaniac, burning the flesh of all the bad guys.



# Jaguar XJ220

JVC

You may recall the Sega CD version of this racing game:

now it's ready for release in the first half of '94 for the SNES. Car buffs will know that the XJ220 is the world's fastest production car with a top speed of 200-plus m.p.h. You can race against the computer or a friend through the World Tour, braving hazards such as rain, snow, and the dark. When you've beaten your opponents, you can hit the pits to fix your car, using the money you've won.



Hardball III

SNES

ACCOLADE



smell the steamy hot dogs in Hardball III with its hyper-real interpretation of Major League Baseball. This one- or two-player game has the statistics of 700 real players from the MLBPA in a built-in baseball card roster, along with accurate renderings of all 28 major league ballparks. This customizable baseball simulation even allows you to control each player's individual skills and design your own teams and logos.

# The Final Option

TECMAGIK

This game stars movie star Steven Seagal, who uses his expert training as a master of the martial art Aikido to battle his way through the game. It features live-

action video to accurately portray the real Aikido moves that Seagal features in his hit movies. Out in



mid-'94, The Final Option was written exclusively for Seagal, and could be the first video game to feature a movie star without a specific movie tie-in. Get ready to get macho.



# Taz-Mania GAME BOY SUNSOFT

Become a Tasmanian devil on the road with Sunsoft's new Game

Boy cart. This run-and-jump action/adventure game includes all the tornado spins you can stomach. Try to find your way back home after your daring escape from the ACME Zoo, but watch out for the zookeeper and a big-game hunter who are on your tail, ready to kill and stuff you as the new centerpiece for their TV rooms



# **Pirates of Dark** Water

SUNSOFT

Choose from Ren, Tula or Loz, the noble heroes of the animated series Pirates of Dark Water. Sneak, or preferably slash, your way through the Final Fight-style action, maiming pirates as you try to regain the throne of Rule by picking up various treasures that will help you against the pirate leader Lord Bloth. Pirate fanatics probably won't like this game—since you have to kill your brethren—but if you love to play the Goody Two-Shoes, then hit the high seas with this incredibly moral adventure game.



SUNSOFT

If you haven't been living the past year in a cultural void, you'll know that Superman was killed by Doomsday in that Superman was killed by Doomsday in the popular DC comic. As you play the new game based on the comic, you become Superboy, the Eradicator, the new Man of Steel and the Cyborg, in order to find out what happened to the real Superman. The characters have different special powers to help them solve the mystery of one of the most overhyped comic books ever released.

quez, who spent several minutes demonstrating the 3DO version of Jurassic Park to an interested onlooker before a flock of photographers made him aware that the onlooker was Steven Spielberg himself, director of the film upon which the game is based!

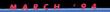
ega's premium giveaways were extremely impressive; our editors scored three different kinds of baseball caps, including a sharp-looking Tomcat Alley hat that had to be earned by playing the game at the show. Sega's press kit also included a pleasant



surprise: a limited-edition Sonic Boom audio CD, featuring over 70 minutes of music from Sonic CD and fully orchestrated versions of several themes from Sonic Spinball

umidity is not exactly the order of the day in Las Vegas; dehydration and static electricity left us rotted out long before we returned to Los Angeles on Sunday Quietly chugging our caffeinated beverages, we







# Speedy Gonzales SNES SUNSOFT

Play the sombrero-wearing rat who races around saving his friends who were ratnapped by the gang of evil cats Los Gatos Banditos. If you save all of your friends, you'll be able to have a fiesta. Can you wait? Like Sunsoft's previous Looney Tunes licenses, this one looks fast, furious and funny.



# Ken Griffey Jr. **Presents Major** League Baseball SNES NINTENDO

Nintendo's new baseball game will be released on the opening day of the 1994 Major League Baseball season, April 4. It joins the long list of games with highly detailed statistics, stadiums and logos that fanatical baseball fans really care about. The coolest feature seems to be the large size of the batters; they stand almost half the size of the screen. Though not as exciting as the batter's-box view introduced in Sega's new MLB title, the animation looks sharp, with the batters taking practice swings and blowing bubbles

# **Nintendo**®

# The Twisted Tales of Spike McFang SNES

**BULLET-PROOF SOFTWARE** 

If you've ever dreamed that you lived on an island (just like Zach Meston) and your parents were vampires who had been kidnapped by a guy named Von Hesler, then *Spike McFang* is the game you want to play. Watch out for garlic as you maneuver through the 11 game lev-



els in this 8-meg game. This is essentially an RPG, so don't expect the best actionbut it's always fun to play a vampire.

# The Jetsons: Invasion of the **Planet Pirates**

TAITO

Meet George Jetson...and the rest of his family in one of the coolest games at

the show. Walk through the future as George, using your vacuum gun to suck and spit blocks at all sorts of zany enemies. You can even use the



gun to climb walls and travel across the ceiling. Collect food along the way to maintain your health and get points. Zip from level to level in the transporter shafts, just like in the cartoon. This game had us humming the Jetsons theme song all day.



# **Ardy Lightfoot**

Jump around and collect stars in level after level of slightly varying scenery. The Japanese edition of this action game was featured in our De-

cember '93 issue's Global Gaming column, where we described it as being "not very original in theme," but providing "clean playability and entertaining value." It'll be interesting to see how Ardy will be received by American gamers.

# The Lord of the SNES ASCII

Having bought the rights to parts of the Ralph Bakshi animated feature film based on the original Tolkien novels, Interplay has converted the popular Lord of the Rings story into a partybased adventure/RPG with real-time combat. This mouse-compatible epic uses thousands of frames of rotoscoped character animation-"the largest use of rotoscoping in any SNES game ever produced. according to Interplay.

Rings

SNES

INTERPLAY



# **Super Metroid**

NINTENDO

The third chapter in what must be Nintendo's third-most popular series (after Mario

and Zelda), Super Metroid is one of the few games that has a female as the main character. The game includes a long intro sequence with scenes from the first two games; later on, some cool Mode 7 effects slant the playfield left and right. Samus Aran battles the Metroids who are trying to take control of the galaxy from the Galactic Federation Space Colony. It's kind of like Captain Kirk's trouble with the Klingons in the old Star Trek TV series. With a variety of weapons at her disposal, maybe Samus should get together with Mega Man. They'd make a cute couple.



ACCOLADE

Play Speed Racer or his brother

Racer X in this high-speed driving/adventure game. The Mach 5 will never be the same after you've driven it and mauled the bad guys with spikes, speed and smoke. This game is capital-izing on the retro craze of late '60s and early '70s cartoons, but it's really about time. As an added bonus, parts of the game involve platform levels. You're not just gonna be drivin' vou're gonna be runnin'!



vowed to return next year with the show's most popular giveaways: tubes of ChapStick emblazoned with the VIDEOGAMES logo.

any gaming fanzine editors stopped by the VIDEOGAMES Many gaming ranzine editors stopped by the reserving booth to shoot the breeze and check out our February booth to shoot the breeze and check out our February Ben issue. Among the attendees were Andy Saito (GEA News), Ben Leatherman (Fanarchy), Brian Goss (The Guru), Anthony Shubert (Game Master Journal) and Sean "Go Away" Pettibone (In Between the Lines).



mong other interesting freebies, Sega's big bowls of Sonic Life Savers found their way into the mouths of all of our editors. What we didn't realize was that they'd turn our teeth blue for over four hours! One unfortunate staffer found out the hard way when he smiled at Susan Lusty of Core Design. Her response: "Oh, you've been eating the Sonic candy, eh?'

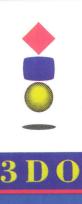




# Star Control II CRYSTAL DYNAMICS

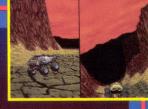
Based on the original PC game by Accolade, the 3DO platform

is a natural for this award-winning action/strategy game. You take command of a spaceship and must save the Earth from imperial alien control. There are over 500 star systems to explore with 3,000 planets to visit. This 3DO port has all-new digitized voices and CD soundtrack.



# Orion Off-Road CRYSTAL DYNAMICS

This alien off-world, off-road 4x4 racing game is the first 3D0 game to feature a two-



player head-to-head mode. You must search the planets' terrain as a bounty hunter. Cool texture-mapped polygon graphics are similar to those found in *Crash 'N Burn*. There are a total of nine heart-pounding levels to complete.



# **Demolition Man**

VIRGIN GAMES

Based on the motion picture, this game uses actual live footage that was shot on location during the making of the movie. The game play itself will consist of shootouts using any weapon from the arsenal available (e.g., Magnesium Themite Flare Lance, medieval cannons, etc.).



CRYSTAL DYNAMICS

Starring Kirk Cameron from Growing Pains and Michael Gregory from Total Recall, this game is an action/strategy/RPG



title with a medieval theme (boy, that's a surprise!) attached to it. There is lots of live-action video to break up the monotonous strategy board screens.



# Who Shot Johnny Rock?

AMERICAN LASER GAMES

Previously available in the arcades as a coin-

op, Who Shot Johnny Rock? is a '30s-era gangster detective game. Players must solve a murder mystery that leads them into a city's backstreets, gaming halls, funeral parlors, etc. Also, there are action scenes where you must survive a hail of bullets during machine gun fights.



# Way of the Warrior NAUGHTY DOG SOFTWARE

It was only a short matter of time before fighting games made their way to 3DO. Warrior is a wild and very arcade-like game. There are ten large, digitized characters to

choose from and two rendered boss characters. The 3-D graphics are photorealistic with parallax scrolling, zooms and full-motion video clips. There are also plenty of bonus items, like power-ups, invincibility potions, second winds and more.



# Twisted

**ELECTRONIC ARTS** 

A one- to four-player interactive game show for the entire family. There are eight different wacky show



contests, including video puzzles, zap c o m m e r c i a l s against the clock, mix and match famous faces and voices, mind-bending puzzles, etc.

# PaTaank

PF. MAGIC

Tired of conventional pinball games? This one ads a new twist to an old genre by making it a first-person perspective from the vantage point of the ball. There are five chal-

lenging levels and miles of tunnels and chutes to bounce around.



# John Madden Football

ELECTRONIC ARTS

The most popular football cart of all time will now be available for 3DO, and it will have loads of new features, such as fully digitized player animations and 3-D rendered stadiums. Also, there are on-line scouting reports featuring over

100 real NFL films. Players can compete in postseason mode and in head-to-head matchups.



ommodore had a fairly strong presence with its CD<sup>32</sup> game machine. At a press conference on Friday afternoon, it named 25 new titles for release in early '94, including *Jurassic Park* (by Ocean), *Super Methane Bros.* (by Extender), *Micro Machines* (by Codemasters), *Beavers* (by Grandslam) and *Total Carnage* (by Ice).

On different days of the show, we had many memorable meals: breakfast with Ed Semrad and John Stockhausen from *EGM*, lunch with Sega's Johnny Turbo and dinner with our good friend Seiichi Kizu from Pack-In

Video of Japan. A tip of the VIDEOGAMES hat goes to GameTek's Jim Masterson, who managed to sneak Chris and Jeff into Sega's "Sonic Cafe" for a much-needed lasagna lunch.

At a cold outdoor meeting with representatives of Turbo Technologies Inc., we came away with the impression that TTI is still alive and kicking. Now that the original TurboGrafx product line has been sold out and discontinued, the company will focus entirely on releasing Super CD games at the rate of one per month, most of which will be carefully selected Japan-









Alien vs. Predator JAGUAR

ATARI



Atari showed its Wolfenstein 3-D clone to anxious crowds at the Jaguar booth, and it didn't disappoint. We saw lots of different levels and animated enemies who really scrambled after us. The game's lighting and sound effects are really coming along. Atari's producers proudly displayed the game's "strafing" feature to the VIDEOGAMES staff; we were most impressed by the H.R. Giger-inspired alien's lair-with alien eggs that fold open when you approach them-and the laboratory stage, in which dozens of layers of texture-mapped backgrounds can be seen shifting behind windowed partitions.



# **Brutal Sports Series Football** JAGUAR



**TELEGAMES** 

Developed by Teque London Ltd., this surreal sports game has been translated from an original Amiga title—in fact, a Genesis version was expected to be released by Spectrum HoloByte under the name *Beastball*. It's a variation on Midway's *Pigskin 621 A.D.* or Electronic Arts' *Mutant League Football*, a horizontally-scrolling ultraviolent football game that's also in an extremely early development stage.



# Tempest 2000

JAGUAR ATARI

This 64-bit edition of the classic Atari coin-op was a huge hit at the show. Programmed by Llamasoft's Jeff Minter-a well-known European Atari developer who designed several

classic Atari 8-bit computer titles and is one of the few known individuals who was directly involved with Atari's mysterious 16-bit Panther project—the game includes many configurations and four different modes of play: *Traditional Tempest, Tem*pest Plus, Tempest 2000 and Tempest Duel. The warps between levels look like scenes from the climax of 2001: A Space Odyssey, you fly through tunnels and wild morphing rings that show the zillions of color combinations possible on the Jaguar.



# Double Dragon 4 JAGUAR

**TELEGAMES** This one-on-one

fighting game is in an extremely early stage of development. Sev

eral different characters and backgrounds are in place—and there are some Mortal Kombatstyle blood effects-but the controls and low damage factors point to the fact that it'll get a lot better as the months pass



# Caesar's World of Boxing **PHILIPS**

An "in-your-face" boxing action/strategy game that has full-screen and live

full-motion digital video. More than 30 actors were used and filmed in the game's development. Gamers must select a good group of advisers that consists of trainers, managers, promoters and even high rollers in order to become a prize fighter. Along the way, the temptations of the big time become a distraction to the boxer.



# Kether

**INFOGRAMES** 

In this sci-fi adventure/puzzle game, created by the same people who did

Alone in the Dark, you play Melkhor, a galactic knight who is on a mission to free Princess Eta Carene and destroy the evil forces of Khork. You must fly your spaceship through

wild-looking 3-D obstacle courses. There are also puzzles that must be solved along the way. Included on the same disc as the game is a two-hour original CD soundtrack.



# **Space Ace** SUPERCLUB

Designed by animator Don Bluth (of Dragon's Lair fame), Space Ace is a fast-

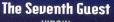
paced action game in which Dexter (our hero) must rescue his bewitched girlfriend Kimberly. Dexter must also destroy the evil Borf. There is a barrage of mazes that you must traverse with your spaceship, while evading attacking robots and nasty aliens.



# Touchpad

**PHILIPS** 

Similar to the controllers found on cartridge console systems and, even more so, the Advanced Gravis PC GamePad, this new controller is designed with speed in mind. The controller is better suited for action games and has a removable joystick that screws into the center of the directional pad. The new controller will retail for \$29.95



VIRGIN

The popular CD game from Virgin that took an eternity to develop for the PC. This CD-I version has a major advantage over its PC sibling in that there is no complex installation required. For those not familiar with the game, the object is to solve a variety of brain-burning puzzles in a haunted mansion. Full 3-D graphics and

full-motion video make it a classic on any system.



ese titles that require very little text translation or audio conversion. Titles that are said to be on the way for the first half of 1994 include Dynastic Hero, Bonk III CD, Air Zonk CD, Might & Magic III and

ave you heard about the 3DO Brady Bunch game from Interplay? Good, be-



cause it doesn't exist. It's a rumor that started at the Winter CES and we couldn't resist adding fuel to the fire. The last description we heard of this fictitious game mentioned the "excellent Sam the Butcher level; you gotta get Greg out of the freezer. The disk access time is too long, though."

orst booth demonstration: Nintendo's stage show, with a gang of grinning dancers prancing about while loudspeakers blared the annoying "The best play here...the best play here"





CES

# VIDEOGAMES ANNOUNCES THE BEST GAMES OF 1993

The 1994 Winter CES provided us with the perfect opportunity to pass out awards for the Best Video Games of 1993, as selected by our editors. Many of the awards were not shipped to Las Vegas in time for the CES, so several game manufacturers did not receive their awards on the show floor. While we're shipping the last few trophies, feast your eyes on the winners!

## **BEST GAMES BY GENRE**

### **BEST ACTION GAME**

Disney's Aladdin (Sega/Virgin for the Genesis)

## BEST ADVENTURE GAME

The Secret of Monkey Island (JVC/LucasArts for the Sega CD)

#### **BEST FIGHTING GAME**

Mortal Kombat (Acclaim for the Super NES/Game Boy, Arena for the Genesis/Game Gear)

### **BEST ROLE-PLAYING GAME**

Shadowrun
(Data East for the Super NES)

#### **BEST SHOOTER**

Star Fox (Nintendo for the Super NES)

### **BEST SIMULATION GAME**

F-1 (Domark for the Genesis)

### BEST SPORTS GAME

NHL '94 (Electronic Arts for the Genesis)

### BEST STRATEGY GAME

Vasteel (Working Designs for the TurboGrafx-16/Duo)



# **EXCELLENCE IN GAME DESIGN**

#### **BEST GRAPHICS**

Disney's Aladdin (Sega/Virgin for the Genesis)

### BEST SOUNDTRACK (CARTRIDGE)

Zombies Ate My Neighbors (Konami for the SNES)

### BEST SOUNDTRACK (CD)

The Terminator (Virgin for the Sega CD)

# **BEST GAME BY SYSTEM**

### BEST SUPER NES GAME

Super Mario All-Stars (Nintendo)

### **BEST LYNX GAME**

BattleWheels (Beyond Games)

#### **BEST GAME BOY GAME**

The Legend of Zelda: Link's Awakening (Nintendo)



# BEST GAME GEAR GAME

Mortal Kombat (Arena)

**BEST GAME INTRO** 

Silpheed (Sega/Game Arts for the Sega CD)

#### **BEST GAME ENDING**

Zombies Ate My Neighbors (Konami for the Super NES/Genesis)

### **BEST SOFTWARE DEVELOPER**

Silicon & Synapse Inc. (The Lost Vikings, Rock N' Roll Racing)

### BEST TRICK

"DULLARD Code" (from *Mortal Kombat*, Arena for the Genesis)

### BEST EXPLOSIONS

Gunstar Heroes (Sega for the Genesis)

#### **BEST NEW FIGHTER**

Cammy (from Capcom's Super Street Fighter II coin-op)



BEST NEW GAME SYSTEM Atari Jaguar

# BEST CONTROLLER

ASCII's asciiPad for the Super NES

### THE 10 WORST GAMES OF '93

We're Back (Hi Tech Expressions for the Super NES)

Wayne's World (T•HQ for the Genesis)
Pit-Fighter (Atari for the Lynx)
Alien vs. Predator (Activision for the

Super NES)

T2: Judgment Day (LJN for the Super NES, Flying Edge for the Genesis) Hillsfar (FCI for the NES)

Race Drivin' (Tengen for the Genesis)
Street Combat (Irem for the Super
NES)

Football Fury (American Sammy for the Super NES)

Cool World (Ocean for the Super NES)

# Editor in Chief Chris Gore presented Atari's award for Best New Game System (the Jaguar) to Atari personnel at the CES.

#### **BEST GENESIS GAME**

Disney's Aladdin (Sega/Virgin)

# BEST SEGA CD GAME Silpheed (Sega)

#### BEST NES GAME

Kirby's Adventure (Nintendo)

### BEST NEO•GEO GAME

Samurai Shodown (SNK)

BEST DUO GAME Bomberman '93 (TTI)

# THE COOLEST OF '93 BEST BOSS CHARACTER

BEST ARCADE GAME

NBA JAM (Midway)

**BEST OVERALL GAME OF '93** 

Mortal Kombat (Acclaim for the

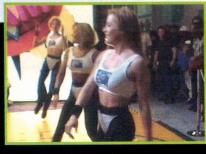
Super NES/Game Boy, Arena for the

Genesis/Game Gear)

Titanic Toddler (from *Zombies Ate My Neighbors*, Konami for the Super
NES/Genesis)

theme song. (Well, there were some giant replicas of Nintendo hardware that were pretty cool.) We preferred the live NBA JAM demonstration at the Acclaim booth, with gorgeous cheerleaders and brief two-on-two basketball games featuring players on unicycles.

The show's biggest scoops came during a top-secret closed-door meeting with Electronic Arts. No



cameras were allowed, but we did get a peek at Savage Heroes, a 24-meg Genesis fighting game with digitized graphics of humanoid animals created with stop-motion animation. The tentatively-titled Michael Jordan Adventure features the basketball star as a superhero; he throws basketballs at his enemies! If you think that's weird, how about a fighting game developed by Delphine Software starring Shaquille O'Neal? We're not kidding!



MUEU FAINES



Interplay

Phone: (714) 553-6655

An overall attractive game with very-cool looking bosses. You start out as a small ball of clay and you gain the ability to transform into several different kinds of animals. There are huge levels and plenty of different hidden areas to seek out.

(00)





DTMC

Phone: (415) 367-9891

One of the most popular cartoon and comic book characters in Japan. This 12-meg SNES cart has been available in that country for almost a year now. Ranma 1/2 might not add nothing new to the fighting genre, but it adds a sense of parody humor to the genre.





Phone: (415) 367-9891

No. He's not who you think he is, despite the incredible resemblance to our former Computer Entertainment Editor. This action game based on a cowardice, slouch-backed nerd, adds a bizarre, but fun twist to an over-used genre.





Phone: (714) 891-4500

Sunsoft does it again, reproducing a Warner Brothers character that is faithful to the cartoon series. All your favorite Bugs Bunny characters are here, including Elmer J Fudd. The animators paintbrush and pencil is hysterical, especially when Bugs expires.





Pac-Man meets Tetris? That's exactly what this game is, a hybrid of two popular games. The game's music and sound is decent throughout, but does nothing graphically. There are 100 different puzzle boards and a two-player head-to-head mode that's cool.





DTMC

Phone: (415) 367-9891

In this 8-meg game, players help Franky find and reassemble his girlfriend Bitsy, whose parts have been dispersed around the world. You must get by several obstacles at those locations in order to complete the game. Its also pretty cool to see Franken die

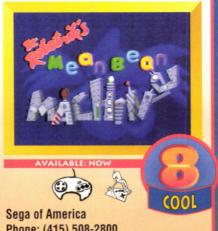




Phone: (212) 689-1212

The short levels are the best attribute of the game. You get to see lots of cool looking scenery and plenty of different bosses too. The two-player action is great. And of course, at the end of each level, a cave "babe" will come out and kiss you.





Phone: (415) 508-2800

Originally released as Puyo Puyo in Japan, this incredibly fun Tetris-like puzzle game was on that country's Top 10 list for several months. Dr. Robotnik's shows that you can still have a good game without flashy graphics and without being a fighting game





Phone: (310) 207-4500

Previously available on home computers and the Super NES. This thinking man's game features new tile sets including, Prehistoric and Pairs themes. For those not familiar with this game, the object is to removing tiles in sequence to uncover the board.





Night Trap meets Mad Dog McCree is what describes this game the best. This two-disc set features over 110 minutes of pseudointeractive footage. Ground Zero was directed by Dwight Little who's known for Marked for Death and Halloween.





Phone: (305) 935-3995

Family Feud manages to capture the essence of the television game show fairly well. Unfortunately the sound track sounds more like it came straight out of Deliverance than the show. Also the combination of game's graphics and colors are tacky

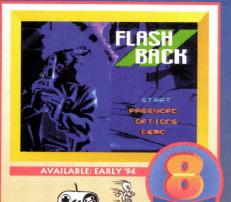




Flying Edge Phone: (516) 624-8888

Bartman Meets Radioactive Man. What? Yet another Simpsons platform game. Guys, I think we've milked this one long enough. How about coming up with a new idea instead of the same old action stuff we've seen a zillion times.

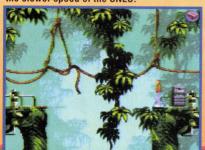




U.S. Gold Phone: (415) 693-0297

Every detail of Flashback is virtually identical to the original Genesis version, with the exception of one major drawback: speed. The cinematic polygon sequences are much slower than the Genesis version because of the slower speed of the SNES

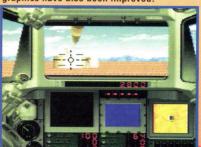
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Phone: (201) 818-1112

Designed by the same group that did the original game, Super Battletank 2 offers loads of new missions. Instead of commanding the M1A1 tank, a new, upgraded M1A2 is the main weapon of assault. The game's graphics have also been improved.





Phone: (212) 941-1224

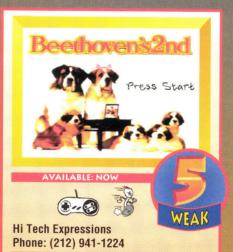
Geared toward younger gamers, Mickey's Ultimate Challenge is a puzzle-solving adventure that lets children play as Mickey or Minnie Mouse. You can adjust the game so that it isn't too difficult or too easy. Also, the game is designed to test memory





A simple and straightforward solitaire video game without too many bells and whistles. There are 12 versions of the game to choose from, including Klondike, Pyramid, Aces Up, Scorpion, Golf and more. Players can also choose a tournament game





There's not much to say about this game. It's a poor action game with a motion picture tie-in. The animation is poor, looking more like a cardboard cutout than a video game. The most exciting thing about it is watching the dog get impaled on the picket fence.

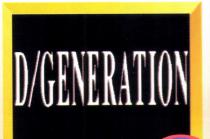




Phone: (702) 795-7996

Based on the original movie classic, The Wizard of Oz is an action/adventure game. The soundtrack is also straight out of the movie. Gamers can play as any member of the Oz crew. There are over 31 levels that include mazes and puzzles.







Mindscape, Inc. Phone: (415) 883-3000

In this humorous action/strategy game there are over 120 rooms to search through. You play as a secret agent that must rescue people from a biotech research laboratory when an experiment goes wrong. Also, the 3/4 perspective graphics work well.







Mindscape, Inc. Phone: (415) 883-3000

The long cinematic-style intro is absolutely excellent, but the rest of the game doesn't come as close. You control four droids and explore the different city zones. There is a lot of interaction with game characters, as





Mindscape, Inc. Phone: (415) 883-3000

This is definitely no game to cluck about, though the soundtrack is pretty catchy. There are 11 transdimentional levels to traverse along with a myriad of baddies and moving platforms. Also, there is a definite resemblance to Nintendo's Mario games.



# PREMIERE ISSUE!

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COMPUTER PLAYER, P.O. Box 16927, N. Hollywood CA 91615

# Working Designs for the Sega CD

ou wanted it. You needed it. You begged for it. And now you've got it. Lunar: The Silver Star (Japan's numberone role-playing game for a whopping 17 months) is available for the Sega CD, thanks to Working Designs, one of the best companies in the biz. Here are two pages worth of hints, tips and a blatant plug for my hint book.

# **Basic Tips**

- Keep going back to towns and locations earlier in the game, even the ones where you don't have anything to do, and talk to people. This is the only way to make sure you catch most of the dialogue in the game (which is usually extremely funny).
- The locked red treasure chests can be unlocked once you become a member of the Thieves Guild. Remember where the red chests are, because a few of them have weapons you can't find anywhere else.
- If you donate money ten times at any one of Althena's Shrines, the woman sings a little song for you. No big whoop.







# **Battle Strategies**

- •When you start a battle, determine which monsters are stronger than the others and gang up on them. Don't send your fighters to hack at a wimpy Mutant Fly while your magic-users deal with a Zombie. The exception to the gang-up rule is when there's a weak monster that casts powerful attack spells. Magic-using monsters should always be your first priority.
- •The way *Lunar* doles out XP (Experience Points) and S (Silver) is a bit confusing, so here's the deal. For the XP award, the game adds up the XP from all the monsters and divides by the number of characters in the party. The number is then rounded down and awarded to each party member. For example: You defeat an Albino Baboon (5 XP) and a Flytrapper (7 XP) for a total of 12 XP. Twelve divided by three characters (Alex, Luna and Ramus) is four, so 4 XP are awarded to each character.
- For the Silver award, the game adds up the Silver from all the monsters you defeated and then awards you anywhere from 87.5% to 100% of the total. For example: You defeat three Ghosts (32 S) and one Air Elemental (14 S) for a total of 110 S. You will be awarded anywhere from 96 S to 110 S.

# White Dragon Cave

- •You won't be able to do anything at the altar with the strange purple object above it until you return to the Cave with Ghaleon, and that's about halfway through the quest. Be patient, my son!
- Talk to Quark the White Dragon over and over again until you get the Dragon Diamond. Don't just talk to him once and then leave. (In fact, talk to everyone in the game over and over until they start repeating themselves.)



# Meribia and Meribian Sewers

- When you first arrive in Meribia, Nash leaves your party, but you can find him at Black Rose Street (which is off the southwest corner of Meribia). Don't give any money to the panhandler on the east side of town.
- You're probably wondering how to get across to the man standing next to the five chests in the Sewers. The answer: You can't get over there unless you use the alternate entrance to the Sewers, which is on the second floor of Mastel Mel's mansion. You won't get to go to the second floor until about halfway through the game. The mysterious man, by the way, is Brett, a gambler who challenges you to a game of blackjack when you talk to him.





# **Cave of Trial**

• Stay near the sage at the beginning of the Cave (he heals you when you talk to him) and power up until you reach Level 14 and get the Flamer spell. You'll need it before you try to get through the Cave.

# Reza

• Don't deposit anything in the northwest building, because you'll never get it back. (The guy behind the counter is Dross, who ripped you off back in Meribia.)





# **Eastern Desert**

• When the inventor in Iluk sends you out into the Desert, keep wandering around and fighting Man-Eating Plants until you get a Giant Root. You can sell Giant Roots for 500 S each at any Shop, so you may want to stick around the Desert and get a bunch of Roots before leaving. It's also great for building up your XP.

# Meryod

• After the bridge collapses, gather up your companions and talk to the man in the Tavern, who gives you instructions on how to get to Damon's Spire. Follow the man's instructions and walk south to the green island, then use Alex's Harp to make the "island" turn into a giant sea turtle.





# **Grimzol's Cave**

• There's a Pixie's Whip in one of the chests on Floor B1 that you can't equip to anyone in the party, but keep it with you. You meet Tempest at the stairs down to Floor B2. Talk to him and he joins your party. Equip him with the Pixie's Whip before you descend to Floor B2.

# **Lunar: The Official Strategy Guide**

•Lost in the Cave of Trial? Keep getting wasted by the Vile Tribe? Couldn't find Althena's Sword if your life depended on it—which it does? Sounds like you need *Lunar: The Official Strategy Guide*. Written with the full cooperation of Working Designs, *Lunar: The Official Strategy Guide* is filled with everything you need to know about *Lunar*. Send \$11.95 + \$3.50 (for Priority Mail shipping) to:

Lunar Hint Book • P.O. Box 10669 • Lahaina, HI 96761

MIDEO CAMES

# 

# "WHAT IS TENNIS ELBOW?" JEOPARDY! SPORTS GAME SHOW COMING TO YOUR LOCAL SNES AND GENESIS

ow you, too, can say, "I'll take Sports Injuries for \$300, Alex." *Jeopardy!* Sports Edition is for everybody who has ever wanted to talk with Vin Scully or John Madden and tell them a thing or two. The game

SPORTS EDITION

features 3,600 questions in over 700 categories, animated contestants and the official *Jeopardy!* theme music.

If you have a plethora of friends who match your sports trivia prowess, there is a three-player option so that you can go head-to-head and show them who's the boss sports expert on your block. Smash them and make them cry with the Daily Double and take it down to the wire with Final Jeopardy! You'll be having more fun than you would if you actually went outside and played catch.

You can even play in the Tournament of Champions, matching your skills

against the best trivia geeks in the world. Jeopardy! Sports Edition will be available in March with a suggested retail price of \$59.95.



# NBA JAM: TOURNAMENT EDITION READY FOR 1994

# NBASJAM

BA JAM, the most popular sports arcade game of 1993, is going to be upgraded for 1994. NBA JAM: Tournament Edition will feature new and improved backgrounds, sound effects and a new opening title page.

In addition to these supercharged aesthetic features, players of the new *Tournament Edi*-

tion upgrade will be able to select the same team for head-to-head action that pits the Bulls vs. the Bulls or the Suns vs. the Suns. Finally, you'll be able to take down Charles Barkley using Charles Barkley!

Adding to the first NBA JAM's roster of 27 regular teams will be a selection of special dream teams that will include both

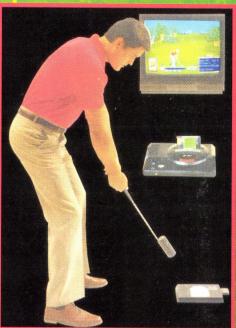
new and old all-stars. Instead of the old game's limited player choice of two, each team will have at least three players from which to choose, and some teams will have as many as five players. At halftime, gamers will be able to sub in new players, adding a greater element of strategy to the game.

Individual player statistics have been expanded to include dunk, speed, three-point percentage, power, steal ability, block-

> ing, passing and clutch performance. Unlike the first NBA JAM, which only had three power-ups, the Tournament Edition will have at least ten power-up moves. More than 50 hidden characters are in the game, including four guests from Mortal Kombat. Look for the NBA JAM: Tournament Edition upgrade marquis at your local arcade, and get ready to jam it!

# CALL "FORE!" IN YOUR LIVING ROOM?

f you're tired of scuffing up your walls using those little plastic practice golf balls, then TeeVGolf is the game controller for you. It turns your Sega Genesis into a virtual-reality golf game. For use with *PGA Tour Golf I* and *II*, the TeeVGolf controller consists of a floor sensor that attaches to your Genesis and a 26-inch golf club that has a motion sensor attached to the end.



ulates a real club by signaling to the Genesis swing strength, swing angle and clubface angle. These three variables are then translated to the screen, showing your little golf guy going through the swing. The TeeVGolf club can simulate woods, irons and putters to give the allaround golf feel. You can also buy an expansion card to play Jack Nicklaus Power Challenge Golf.

TeeVGolf sim-

Look for TeeVGolf at your local game store.

86

1030 GH1135 mm

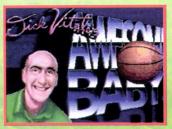
# PREVIEWS OF SOON-TO-BE-RELEASED GAMES

# Dick Vitale's Awesome Baby **College Hoops**

Password Backup Battery Backup Exhibition Mode

- League/Season Play
- **Tournament**
- Instant Replay
  Team Construction
- League Construction Simulation Mode
- **Arcade Mode**

5 players Official License **Substitutions** 



f you're a lover of over-thetop sports commentary and 3-D sports play, then Dick Vitale's Awesome Baby College Hoops will be the game for you. With 32 teams



to choose from, you'll be able to create your own NCAAstyle Final Four tournament, or just mess around with the practice mode. Other features include a five-on-five pro



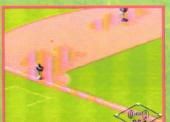
game or a three-on-three street game that is right out of an Adidas Blacktop commercial. And, of course, you'll be able to hear all the calls with digital sound bites by Dick.

# **World Series Baseball** GENESIS/SEGA CD

- Password Backup
- Battery Backup Exhibition Mode
- League/Season Play
- **Tournament** Instant Replay
- Team Construction League Construction Simulation Mode
- Arcade Mode 1 1/2 3
- Official License **Substitutions**



orld Series Baseball is the only Genesis game licensed by both Major League Baseball and the Major League Baseball Players Association, so, if you want to play with the



real uniforms and in the real stadiums, this is the game you're going to have to get. The "In the Batter's Box" view puts the player right into the monitor for ultra-realistic 3-D pitching



and batting. The "Sports Talk" soundtrack will have the umps shouting calls like stuck pigs just like in the majors. The Genesis version will be available in April for \$59.95.

# NBA Action '94 Hosted by Marv Albert

GENESIS Password Backup

- Battery Backup Exhibition Mode
- League/Season Play
- **Tournament**
- Instant Replay
- Team Construction
- League Construction Simulation Mode
- **Arcade Mode**
- 1 **✓**2 3 4 Official License Substitutions

5 players

5 players



dding to the tradition of sports announcers invading video games. NBA Action '94 Hosted by Mary Albert is coming out in April for \$59.95. If you hate watching NBA basket-



ball on NBC, this might not be the game for you, but features that may attract you anyway include 14 different slam dunks, backdoor passes and crossover dribbling. The players have all



been digitized to give a hyperreal feel to the game. Command one of 27 teams plus the All-Stars, with all of the players, logos and stats for the full licensee effect.

# **World Series Baseball**

GAME GEAR

Password Backup Battery Backup Exhibition Mode

- League/Season Play **Tournament** Instant Replay **Team Construction**
- League Construction Simulation Mode **Arcade Mode**
- 5 players Official License

**Substitutions** 





oming down the Sega pipe a license from Major League is another baseball game Baseball and the Players for the wondrously portable Association. You can choose Game Gear. World Series from the 28 major league teams Baseball is one of the few base- and take the World Series on ball games for the system with the road with you. The game



includes all of the players' stats with a behind-the-plate playperspective as well as complete player control. Get ready for pocket-sized ball play (if you've got big pockets!).



**Password Backup** Battery Backup
Exhibition Mode eague/Season Play **Instant Replay** eam Construction League Construction Simulation Mode 5 players PRICE: N/A AVAILABLE: NOW **DIFFICULTY: MEDIUM** COMPANY: ACCLAIM 71 AUDREY AVENUE OYSTER BAY, NY 11771 PHONE: (516) 624-8888

a sliding tackle with a quick press and release of the button you will rarely draw a foul, but if you hold down the button for a few beats and then release you

will not only take down the opposing player but

possibly draw a yellow card. The goalkeeper control can either be Automatic, Semi-Automatic (you control once the goalie has the ball), or Manual (full defensive and offensive goalie control).

At the end of each half the game displays the "highlight" moment from that first half, a clever use of the replay feature. Hopefully it will be of your own team scoring the winning goal!

-Jeffrey Tschiltsch



### GRAPHICS

I liked the look, but the players could have used more detail and smoother animation.

#### SOUND/MUSIC

Good sound effects with a crowd that is in the game; decent music on the menu screens

#### PLAYABILITY

Takes some getting used to, but offers the seasoned player a greater degree of finesse.

BANG FOR BUCK

THE LOWDOWN
A good-looking soccer game with unique control that will appeal to some and frustrate others. Remember! Try before you buy.

cclaim's entry into the rapidly arowina SNES library of socШ

cer games is presented in an overhead, side-scrolling perspective with large and colorful players. Since the view is close to the action and only a small part of the pitch can be seen, a "radar" at the top of the screen is used to locate teammates on the field. A variety of moves such as headers, bicycle kicks and volleys are featured.

The controls are different from most other soccer games in that you can adjust the level of power or aggressiveness in a shot or move by the length of time you hold down the button. For example, if you attempt

# INTER EXTREME

etting tired of soccer games yet? Well here's something completely different: Electro Brain's Winter Extreme! You can jump moguls and do flips as

you ski or snowboard down the mountain's various runs in Fun mode, or try the Slalom, Giant Slalom or Downhill Competitive modes. There is also a Training mode so you can practice the different Slalom and Downhill courses before challenging the best skiers in the world!

Winter Extreme is a Mode 7 showcase, featuring some of the fastest first-person graphics I've ever seen on the SNES. The digitized backgrounds give the screen a sense of depth, and you can almost feel your stomach drop as the run dips and twists away from you.



#### AVAILABLE: NOW PRICE: N/A DIFFICULTY: MEDIUM COMPANY:

ELECTRO BRAIN 573 EAST 300 SOUTH SALT LAKE CITY, UT 84102 PHONE: (801) 531-1867

The Slalom and Downhill courses are the most fun,

Password Backup

nstant Replay

am Construction

ue Construction

5 players

especially when competing against a friend. You'll need to memorize the pattern of the gates first, then it becomes a matter of technique. Fun mode is like Outrun, except you're skiing instead of driving.

> You have to make it to checkpoints before the timer runs out. avoiding obstacles and dealing with icy patches and weather changes, Ironically, I

found this mode the least "fun" of all due to the limited number of freestyle tricks available.

> -Jeffrey Tschiltsch



# GRAPHICS

Great Mode 7 scaling might give you motion sickness! The surrounding graphics are a bit sparse.

#### SOUND/MUSIC

Catchy music on the selection screens and good digitized sound effects: crashes need more than a thud.

### PLAYABILITY

Simple controls respond instantly. Only a good memory will improve your times in the Slalom.

# EDITORS' RATINGS

BANG THE BUCK

#### HE LOWDOWN

A fast ride that will keep skiers happy this summer. While visually impressive and fun against friends, there wasn't enough to hold my interest when playing alone.



ou have to feel sorry for any company bringing out a soccer game for the Genesis right now. While the definitive cart for the SNES has yet to appear, EA has virtually locked up

the Genesis' top spot with FIFA International.

Pelé! from Accolade invites comparison to FIFA with its similarly angled view of the pitch. While Pelé! is a bit closer to the action with larger players, the graphics are not as well defined and certainly lack the glorious animation found in FIFA. What knocks Pelé! from serious contention, however, is the game's awkward control. When you push up on the controller, the player does not move up the screen as you would expect, instead he moves up the field, a 45-degree difference my usually infallible hand-eye coordination refused to deal with.

PRICE: N/A AVAILABLE: NOW DIFFICULTY: MEDIUM COMPANY: ACCOLADE

5300 STEVENS CREEK BLVD., SUITE 500 **SAN JOSE, CA 95129** PHONE: (408) 296-8400

- Password Backup Battery Backup
  Exhibition Mode
- League/Season Play

moves like bicycle and banana kicks, where you can curve the

It's too

bad, since the

game features

cool player

ball around

defenders Team formations and substitutions add to the realism, but the refs are a bit too quick calling penalties. Individual player attributes can be modified for exhibition games and the battery backup saves Season and

-Jeffrey Tschiltsch



Tournament standings along with player statistics.



#### GRAPHICS

Large players, cool perspective, even some short FMV clips! Player animation could use a few more frames, though.

#### SOUND/MUSIC

Chanting crowds and catchy songs, but the overall quality of the sound effects could have been better.

Holding the controller at an angle helps somewhat, but can't overcome the game's clumsy feel.

BANG FOR BUCK

THE LOWDOWN
Pelé! has a good look and some appealing features for soccer fans, but the frustrating control undermines what could have been a decent game.





here's not much "super" about Jaleco's Super Goal 2. The tiny player graphics and huge ball remind me more of the first generation

Super Soccer by Nintendo, certainly not what I expected to see

To its credit, the game does feature some nice coaching options, allowing you to select your starting lineup and choose from 15 different team formations. Player attributes help you decide who should play which position and allow you to juggle your lineup after a red-card ejection.

The game's other strength is its wide variety of specialty moves, such as diving head shots and

shoulder tackles. Unfortunately, headers and volleys are difficult to perform due to the bizarre scaling and zooming effects used when the ball is in the

AVAILABLE: NOW DRICE: N/A **DIFFICULTY: MEDIUM** COMPANY: JALECO 685 CHADDICK DRIVE WHEELING, IL 60090

PHONE: (708) 215-1811



03:48

Password Backup

League/Season Play

Battery Backup

Exhibition Mod

5-00-05-c



air. Goalie control can be automatic or manual, and the penalty kick shoot-out mode will help you perfect your manual goalie skills.

Accurate passing requires you to select the teammate you want to pass to with the L or R button before passing. With no "radar" to let you know where

off-screen players are, your passing options are limited to the few teammates you can see. A dif-

> ferent perspective would have made Super Goal 2 more playable and enjoyable.

> > —Jeffrey Tschiltsch



# GRAPHICS

Tiny players, poor animation and weird Mode 7 effects that detract from, rather than enhance, the game,

# SOUND/MUSIC

The music is okay, but the sound effects all seem to be produced by the "white noise" generator.

#### PLAYABILITY

Lots of moves, but tough to pull off; I especially didn't like the passing

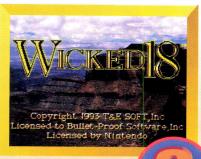
# THE LOWDOWN

Some decent coaching features don't overcome this game's strange look and feel. Soccer enthusiasts should look for kicks elsewhere.







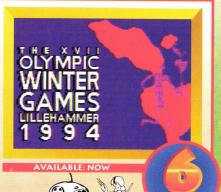




**Bullet-Proof** Phone: (206) 861-9200

A one- to four-player links game with Match, Stroke, Skins and Tournament modes, what sets Wicked 18 apart from other golf games are the weird courses that comprise canyons, mountains, floating rock formations, etc.





U.S. Gold

Phone: (415) 693-0297

Officially licensed by the 1994 Winter Olympic Committee, this ten-event competition is a mediocre attempt, at best. The graphics are below average for the Genesis, and the player-character controls are difficult to manage.





Sega of America Phone: (415) 508-2800

An interesting copy of Sega's earlier boxing release, Evander Holyfield's "Real Deal" Boxing, there are some differences between the two games, but the similarities outweigh them. You can use any of the classical boxers or you can customize one.



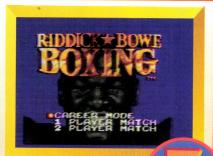


GOOD

U.S. Gold Phone: (415) 693-0297

Interestingly enough, the Game Gear version of *The XVII Olympic Winter Games* surpasses its 16-bit Genesis sibling (reviewed above) in quality. The graphics and sound are more developed, and the controls are easier to manipulate.





AVAILABLE: NOW

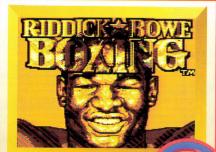


GOOD

**Extreme Entertainment** Phone: (415) 296-3883

Gamers can create there own contender or select any of the 25 available boxers. You can also train for the match in the gym. A career mode is available, too: The more fights he has, the more your boxer ages, and, with time, his hair even becomes gray!



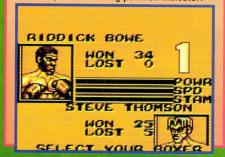




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**Extreme Entertainment** Phone: (415) 296-3883

All of the options that are available in the Game Gear version (reviewed at left) are here, including the 25 boxers. But more attention to detail has been paid in this one, e.g., when a boxer is hit, sweat goes flying off. Also, there is a ring position indicator.





		CVNLDVANS											Z			
	TITLE	MANUFACTURER	OVERALL	GRAPHICS	ANIMATION	MUSIC	SOUND F/X	CONTROL	SPEED	CHALLENGE	COACHING	REALISM	OPTIONS	INNOVATION	TEAM SELECT	LICENSE
1	Tony Meola's Sidekicks Soccer	Electro Brain	8	8	7	6	7	8	8	8	8	8	7	8	7	2
2	World Soccer '94	Atlus	8	8	8	7	7	7	8	7	7	6	8	7	9	n/a
3	Champions World Class Soccer	Acclaim	7	8	6	7	7	7	7	7	6	7	7	7	8	n/a
4	Super Soccer Champ	Taito	7	8	7	5	4	8	8	6	0	6	6	5	5	n/a
5	Super Soccer	Nintendo	6	6	7	7	6	7	7	7	6	7	6	6	6	n/a
6	Super Goal 2	Jaleco	6	6	6	6	6	7	6	6	7	6	7	4	7	n/a

World Soccer '94 by Atlus



Acclaim's Champions World Class Soccor



Jaleco's Super Goal 2



GENESIS SOCCER

									100						-
FIFA International Soccer	Electronic Arts	9	9	9	9	8	8	9	8	8	9	8	8	9	7
World Championship Soccer	Sega	7	7	8	6	6	8	8	6	6	6	7	5	7	n/a
Pelé!	Accolade	6	7	6	7	7	5	6	6	7	5	8	6	7	5
Tecmo World Cup	Tecmo	6	6	6	6	6	7	7	5	5	5	5	4	6	n/a
World Trophy Soccer	Virgin	5	7	5	6	4	5	7	4	6	5	7	4	8	n/a

EA's FIFA International Sozzer



Accolade's



Winter Extreme

Electro Brain

7 7

7

,

8

n/a

6

7 8 n/a n/a

Winter Extreme by Electro Brain





# GAIA SAVER HERO, SAIDAI SUIKUSEN











# (The Heroes' Greatest Tactics

BANPRESTO Super Famicon

The Earth is in danger from all the powerful villains that want to control the world. The only way to stop them is for the heroes to combine forces. Thus, the various heroes from Japanese cartoons and TV series come together so that you can save the Earth. Your party of four heroes travels around the world to places like New York City and Paris. They must find the villains' hideouts and stop their sinister plan.

The characters are famous in Japan and the main character comes from the popular cartoon called Gundam. Fans of the series will immediately recognize the name Amuro Ray, the pilot of a battle mech. Another one of the characters that helps you is from the popular Japanese Ultraman series. There are many more heroes that will aid you in your quest to save the world from domination, but it depends on you to make the right choices along the way. Unfortunately. American players may never get a chance to make a choice with this cart.



# **DAISEIKAI**













# (Political World)

SEGA OF JAPAN Mega Drive

Here's a different sort of game. This game is a political simulation where you must become a great political leader. But, it isn't a serious simulation game—more of a satire of Japanese politics. The animation was drawn by a Japanese cartoonist that famous for his lopsided view of baseball. The game starts with an angel giving you the task of making a certain person into a great political leader, which means you are the marketing man or political advisor. As the advisor, you must travel around the city gathering information and solving problems. If you manage to solve all of the problems, then the game moves on to the next chapter, which presents a whole different simulation. I would be surprised if this game makes it to the U.S., but if it does, it might be worth checking out because of its humor.







# SUPER MARIO LAND 3: WARIO LAND

# NINTENDO

Game Boy

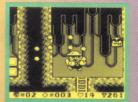
Wario is the star in his very own video game! Does that mean that Wario is actually a good guy? No! In Mario Land 3, Wario discovers a treasure map and decides he wants to steal all of the riches. It doesn't mean he's going to work with the pirates—he's decided to rip them off! As you probably guessed by now, Wario is one nasty dude. If you're tired of Mr. Nice Guys like Mario, then check out Wario.

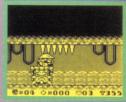
This installment of the popular *Super Mario Land* series is certainly a twist on the original story lines. Nintendo is sure to have another hot seller on their hands. The game play is smooth with lots of hidden tricks that people have come to expect from the big N. Take control of Wario before he takes control of you.

NINJA WARRIORS AGAIN











An awesome-looking, side-

scrolling action game. The company that brought

you the tri-screen arcade game of *Ninja Warriors* has now created a new story for the Ninja Warriors to battle their way through. It's a one-player game, but you have three different types of Ninja robots to choose from. There is the ultra-quick female type, Kunoichi; the balanced attacker, Ninja; and deadly Kamatachi that will cripple you with long-range attacks.

The game has beautiful graphics that are sure to please, and the backgrounds are very detailed. The smooth animation and different moves for each of the three characters make it an eye-pleasing treat. This game could be a cart that may breathe new life into the old side-scrolling fighting/action games. You can probably expect to see this game on the store shelves in your area. Check it out!











# **SOUL & SWORD**

The land is suffering from great evil, and a

hero from the time of legends must rise up again to purge

the darkness from the land. If this sounds familiar and is getting to be somewhat repetitive, then check out *Soul & Sword*. It has 30 different miniscenarios that you can choose to play, or not. Also, you can choose to quit any time you feel like it. There are ten different types of endings depending on which quests you have completed successfully.

The game itself has a lot of built-in features, so that a lot of the repetition is taken out of the game. No more wandering around until you get to the next village; on the map you can choose where you want to go and to where you are transported. The same system is in place for villages too. That leaves more fun to be had solving quests rather than trying to find them. This is a cart that lets you get right into the game without a lot of hype. If you are tired of the same old story, here's something that may be worth a try. That is, if it makes it to the U.S. market.







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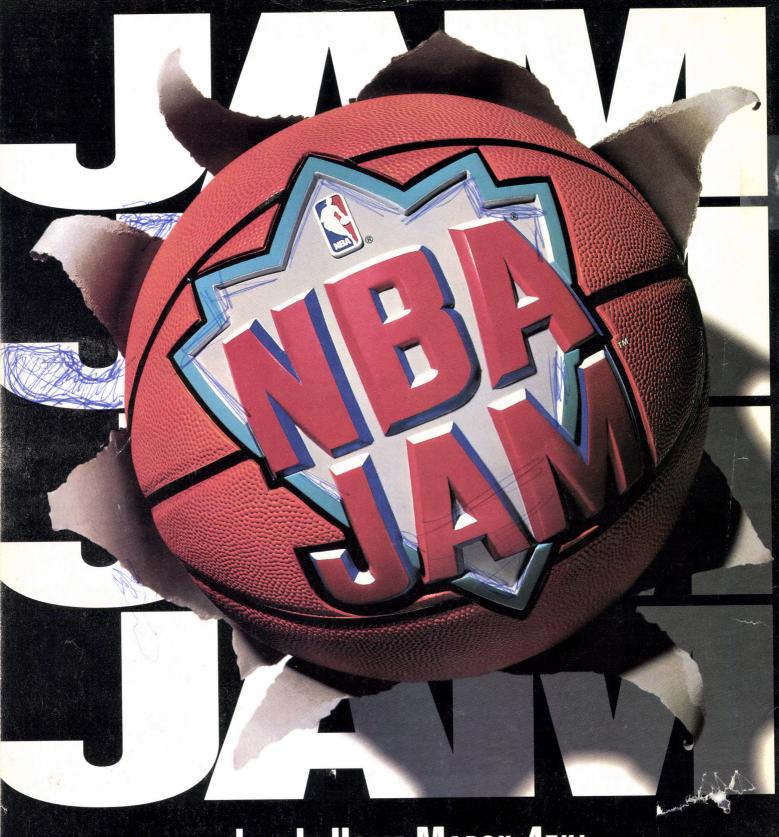
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